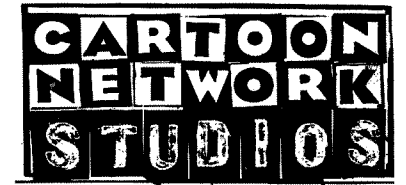




"James"
1014-151
Final Board



ate 06/06/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 06/06/13
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Cole Sanchez
& Andy Ristaino

JUN 27 2013

ADVENTURE TIME



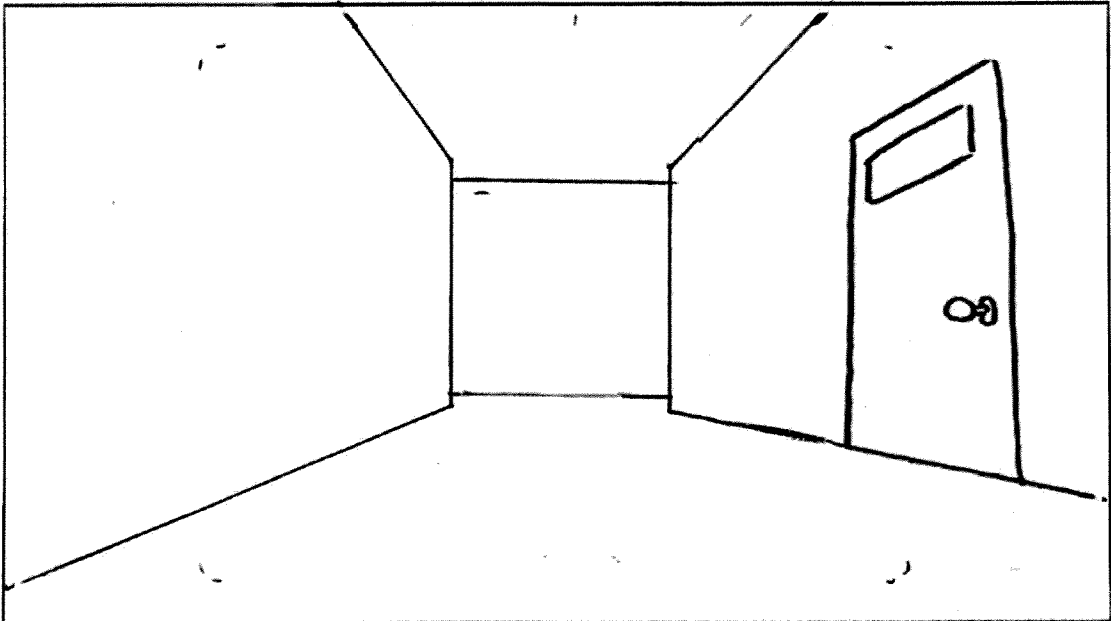
Page 1

Sc. /

Pnl. A

Bg.

day night

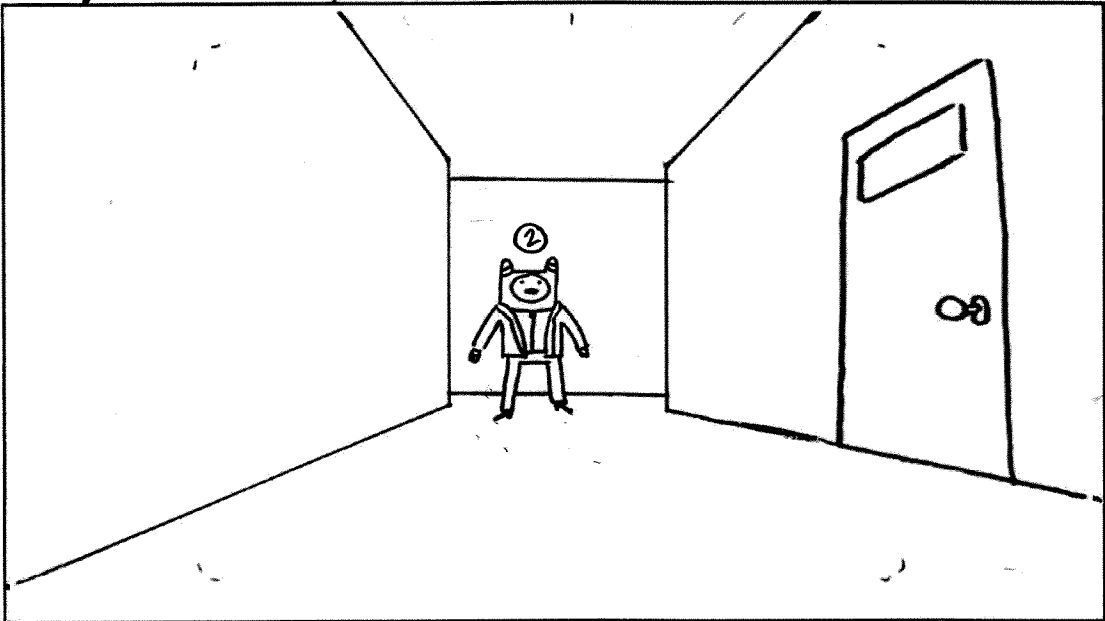


Sc. / CONT

Pnl. B

Bg.

day night



Dialog:

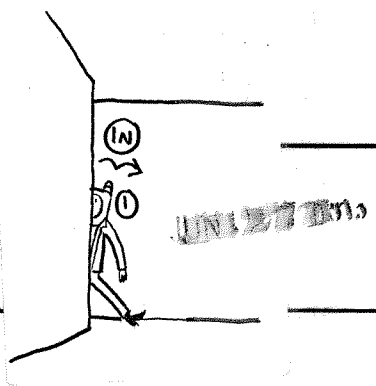
Ⓔ : Jake?

Action:

-INT. CANDY KINGDOM HALLWAY

-FINN STEPS INTO VIEW.

Timing:



Production :

EPISODE #

1014/151 • 1014-151

1014/151

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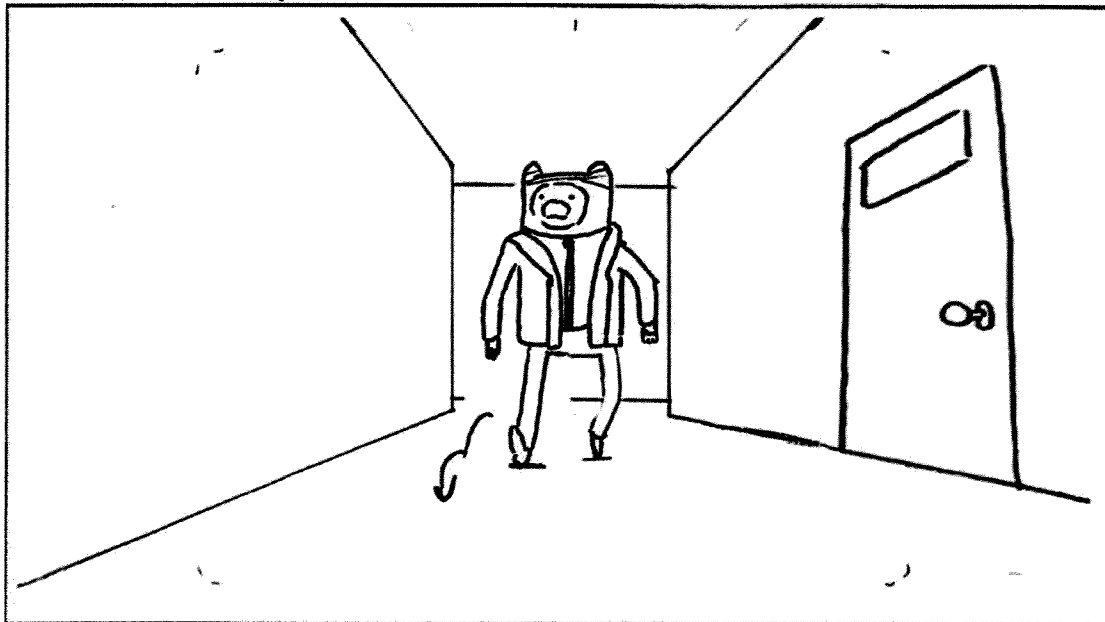
1014/151

ADVENTURE TIME

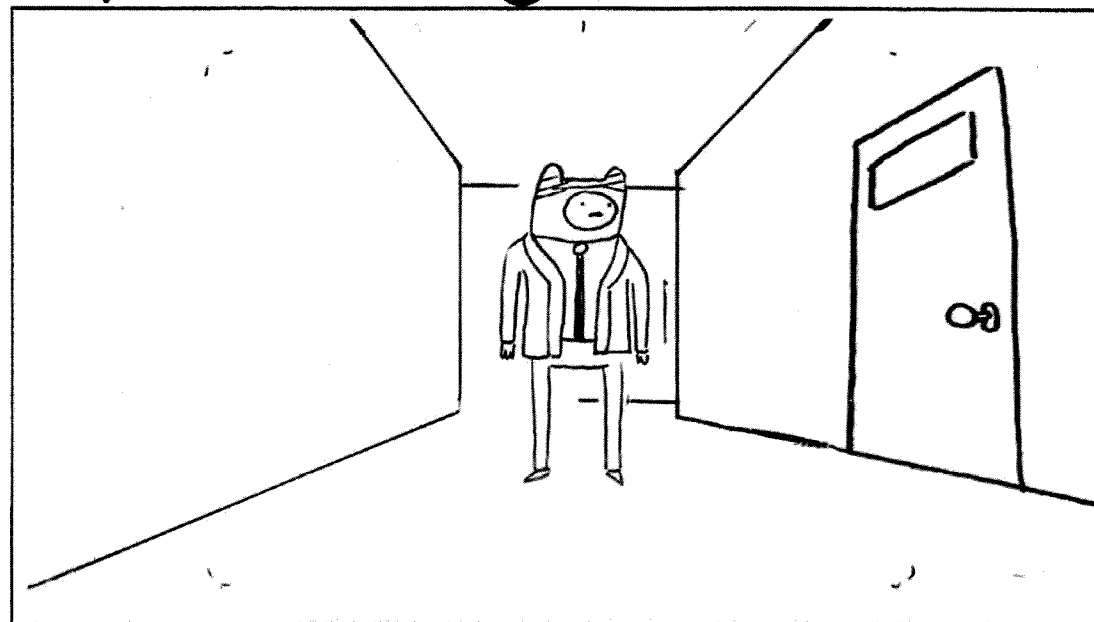


Page 2

Sc. 1 CONT Pnl. C Bg. day night



Sc. 1 CONT Pnl. D Bg. day night



Dialog:	(F) Jake?	
Action:	- FINN STEPS forward	FINN LOOKS at storage closet
Timing:	JUN 27 2011	

1014-151

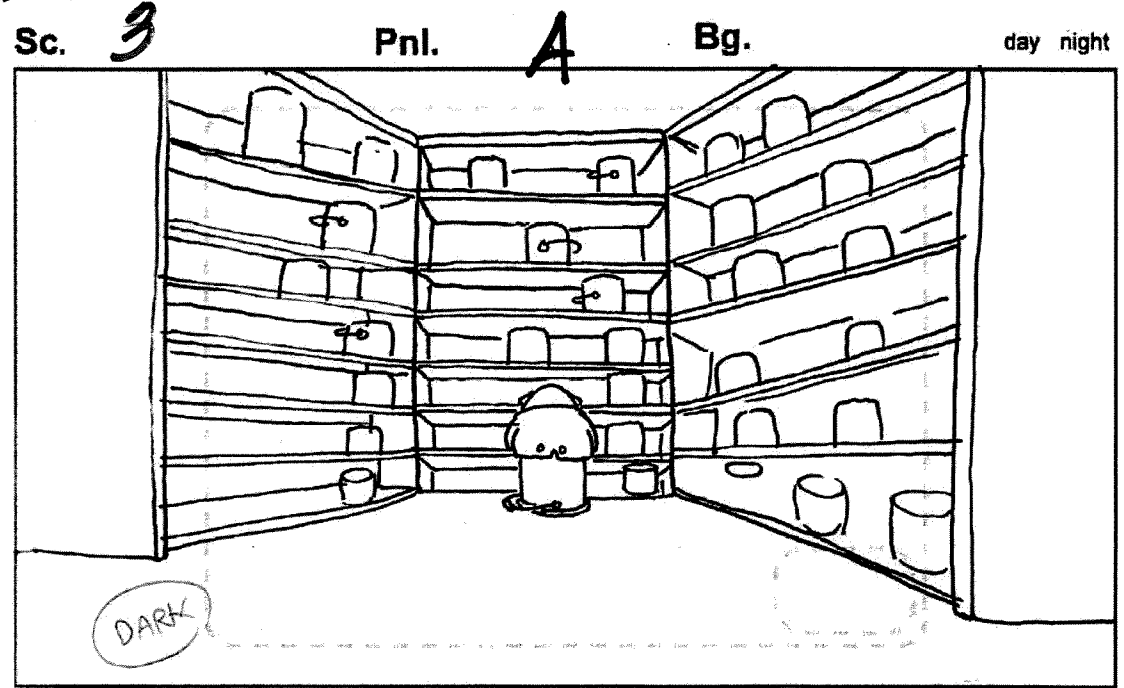
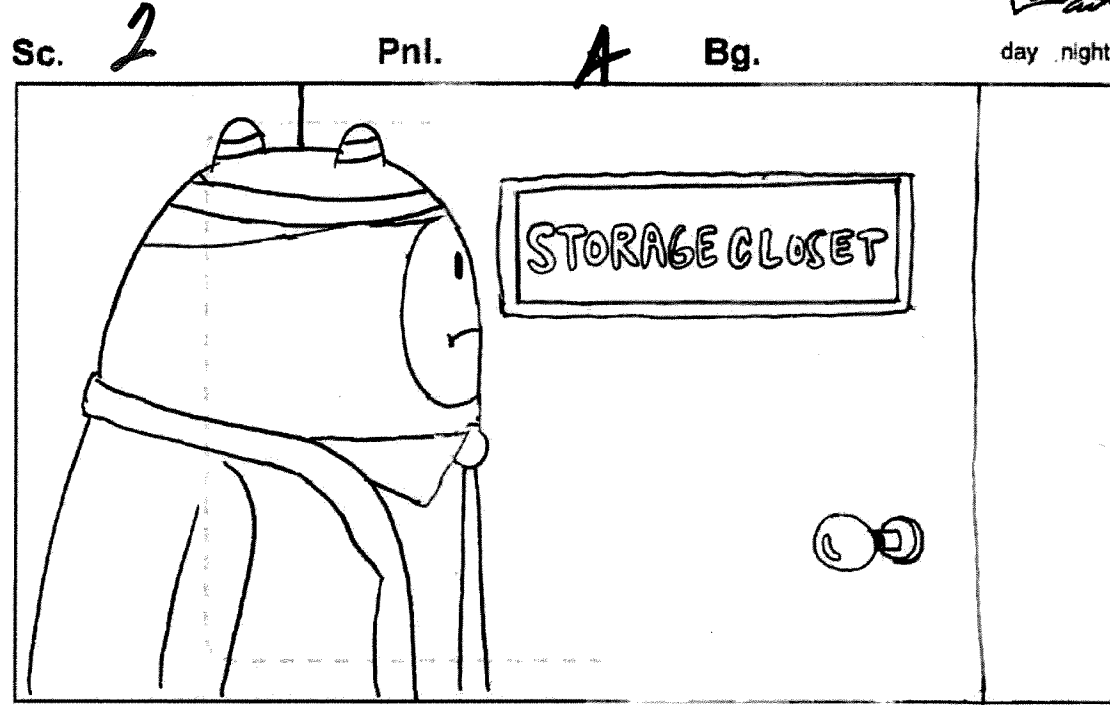
EPISODE #

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Production :

1014/151

ADVENTURE TIME



Dialog:		JUN 27 2013
Action:		
Timing:		

FINN LOOKS at storage closet

- Dark storage closet
- Jake sits on paint bucket, 5 gallon
- paint buckets on shelves

EPISODE # 1014-151

1014/151

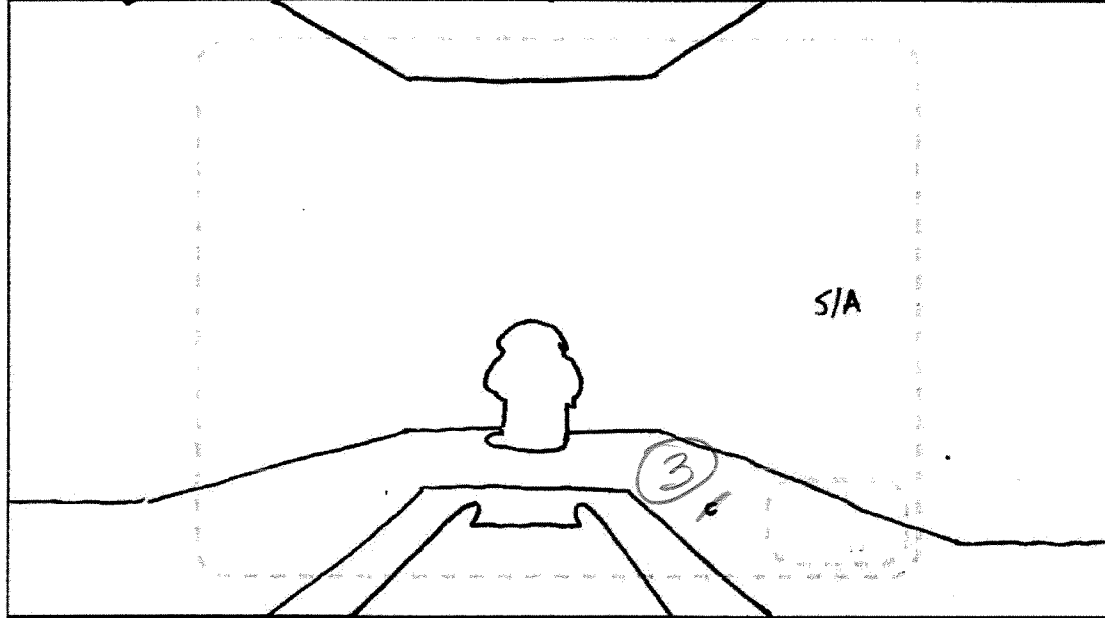
Production :

ADVENTURE TIME

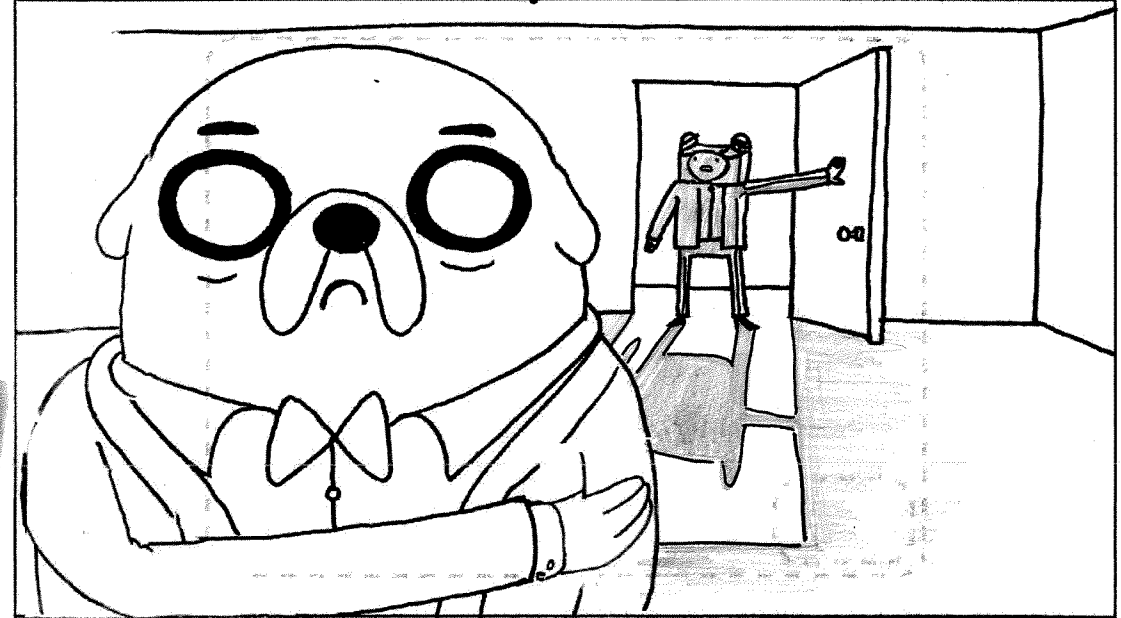


Page 4

Sc. 3 CONT Pnl. B Bg. day night



Sc. 4 Pnl. A Bg. day night



Dialog:

(F-) (CONCERNED) HEY MAN.

Action:

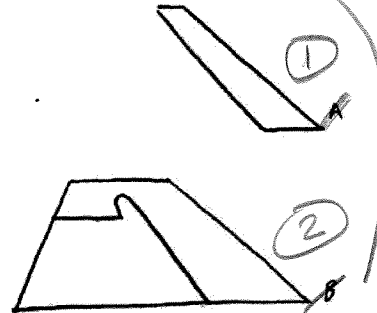
- door opens
- FINN'S silhouette in door light

DOOR OPENS
A/B/C

- Jake stares
blankly

JUN 27 2013

Timing:



1014-151

EPISODE #

1014/151

Production :

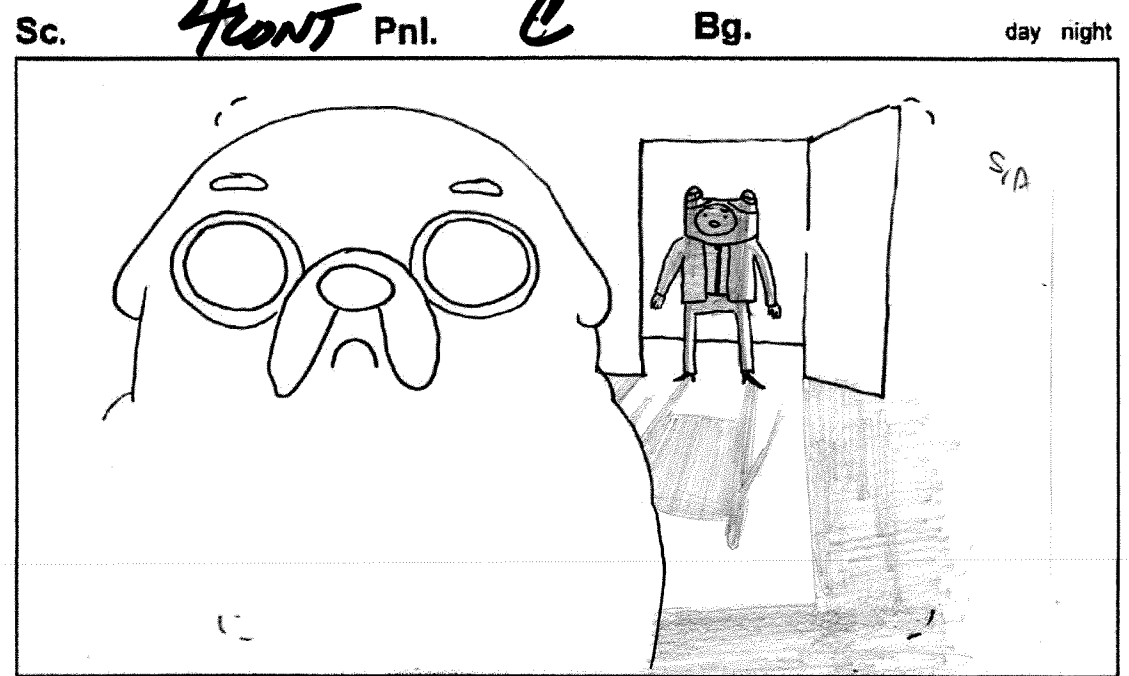
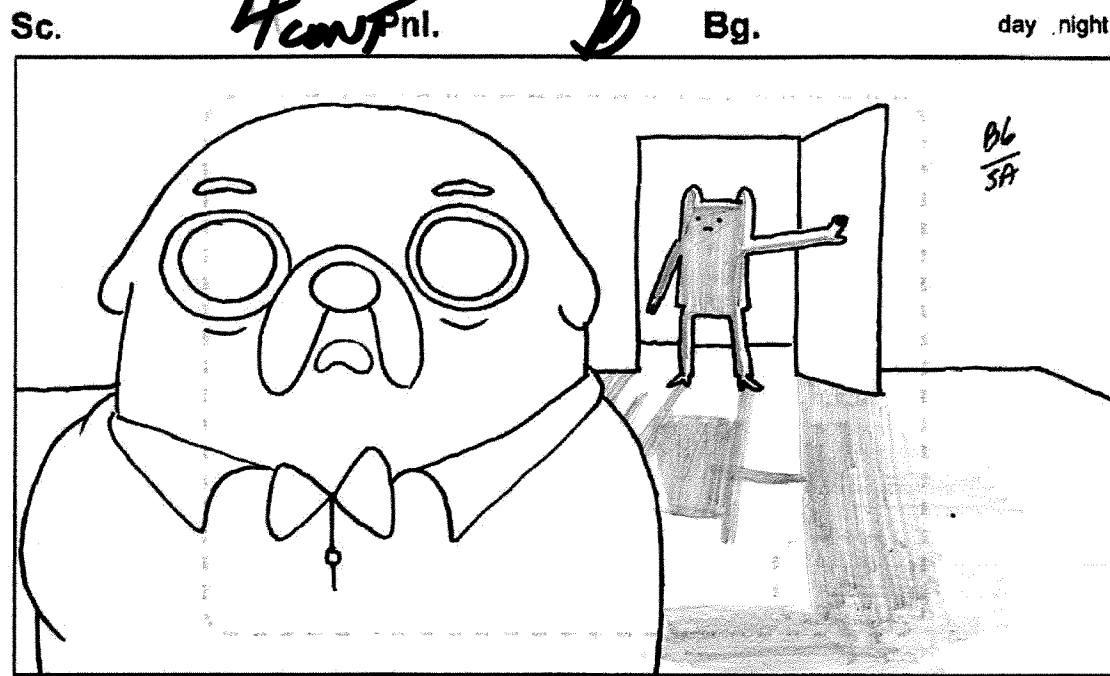
1014/151

1014/151

ADVENTURE TIME



Page 5
day night



<p>Dialog:</p> <p>⑤ (disconnected, traumatized) Hey dude ...</p> <p>⑥ you still thinking about...</p>	
<p>Action:</p> <p style="text-align: right;">JUN 27 2012</p>	
<p>Timing:</p>	

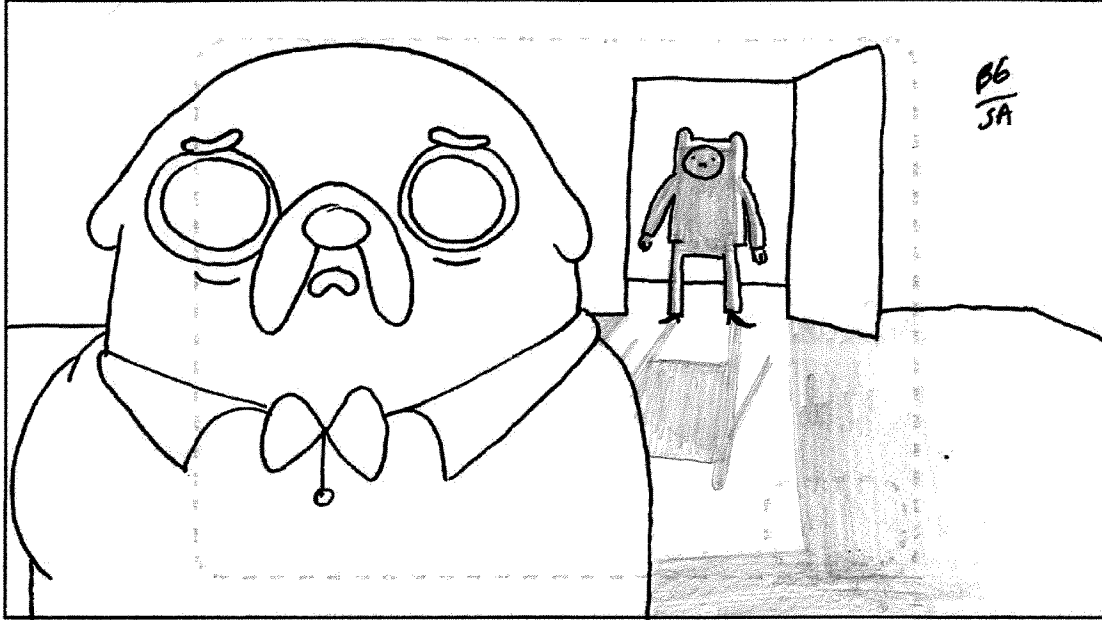
EPISODE # 1014-151
1014/151
Production :

1014/151

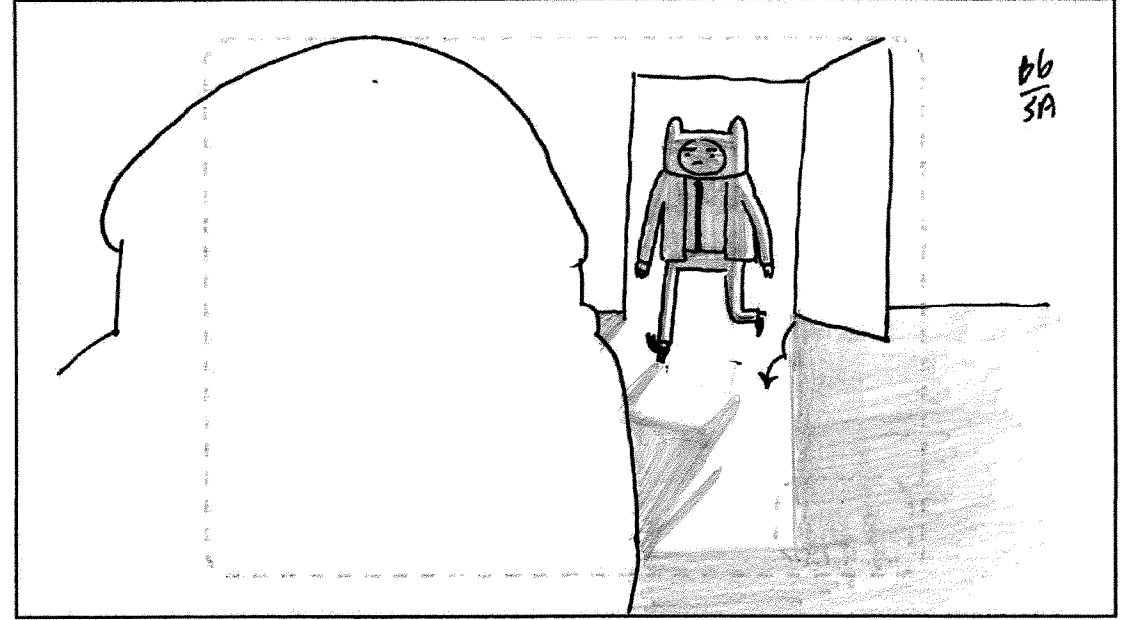
ADVENTURE TIME



Sc. 4 CONT Pnl. D Bg. day night



Sc. 4 CONT Pnl. E Bg. day night



Dialog:	⑤ Yeah...
Action:	- FINN walks closer to Jake JUN 27 2013
Timing:	

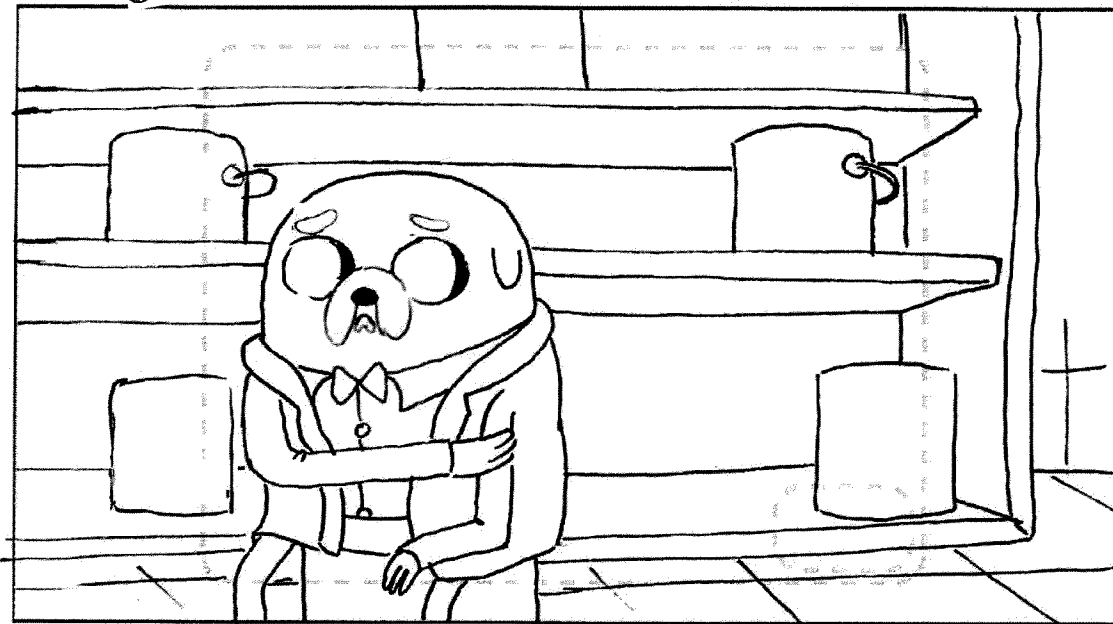
EPISODE # 1014-151
1014/151
Production :

ADVENTURE TIME

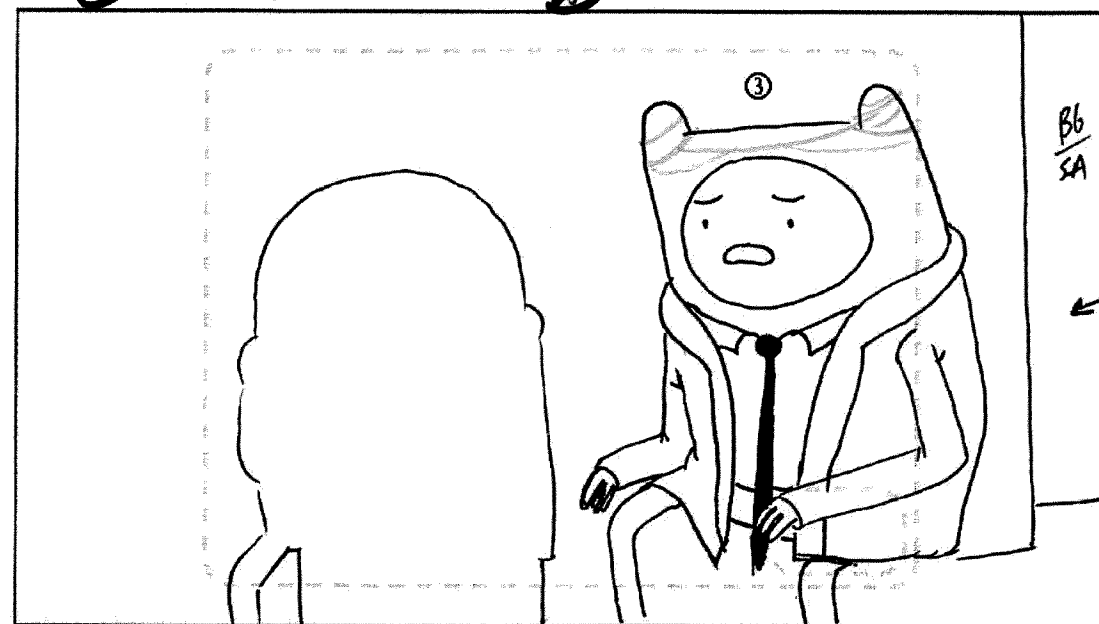


Page 7

Sc. 5 Pnl. A Bg. day night



Sc. 5 CONT Pnl. B Bg. day night



Dialog:

Action:

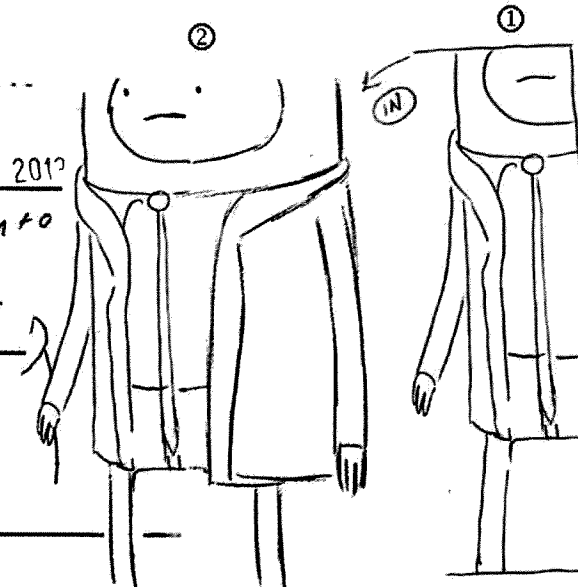
Jake stares blankly

Timing:

Ⓕ Yeah... me too...

JUN 27 2012

- FINN walks into shot...
- squats down...



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1014-151

1014/151

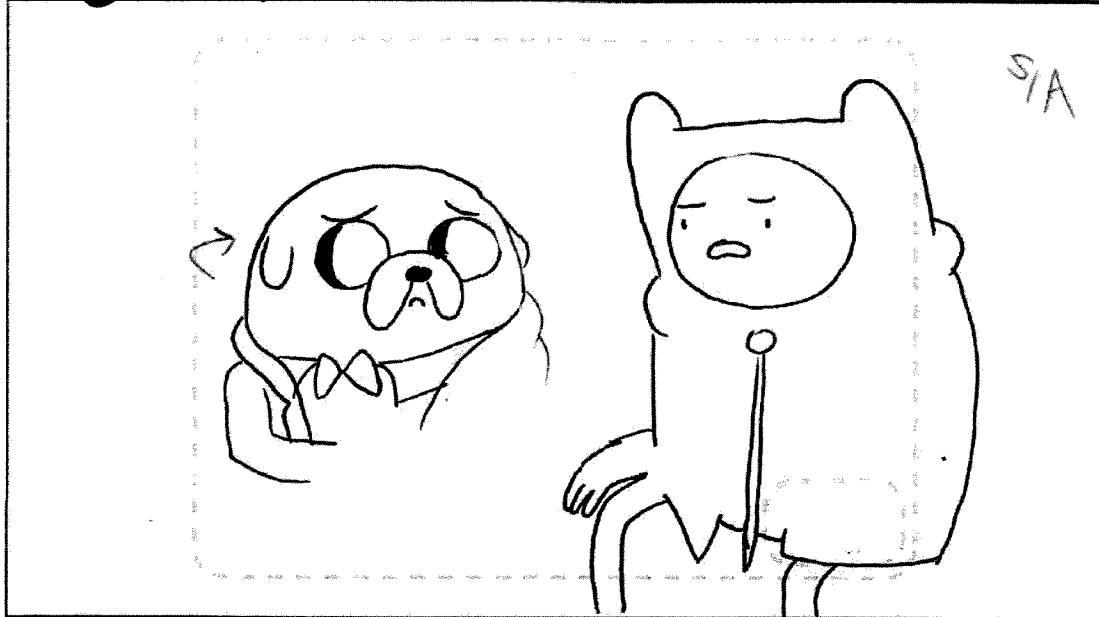
1014/151

ADVENTURE TIME

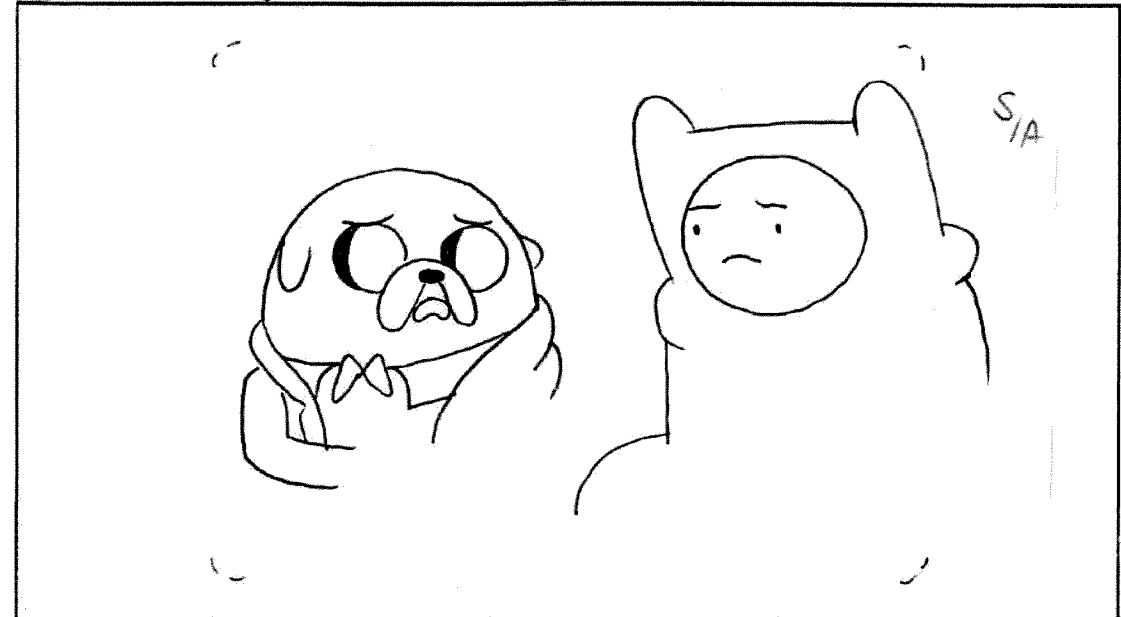


Page 8

Sc. 5 CONT Pnl. C Bg. day night



Sc. 5 CONT Pnl. D Bg. day night



<p>Dialog:</p> <p>④ Princess Bubblegum's ready for us so... we should go.</p> <p>⑤ OK... just give me a few MORE MONTHS IN HERE AND I'LL BE READY.</p>	
<p>Action:</p> <p>— Jake looks at Finn</p>	
<p>Timing:</p> <p>JUN 27 2010</p>	

EPISODE # 1014-151

1014/151

Production :

1014/151

1014/151

ADVENTURE TIME



Sc. **5 CONT** Pnl. **E** Bg.

day night

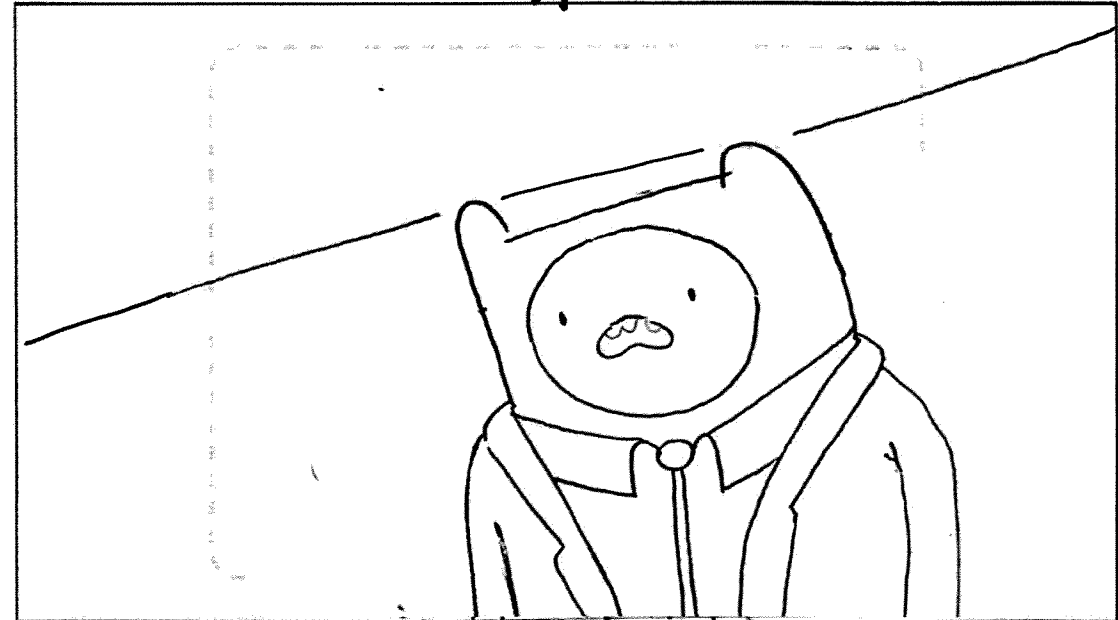
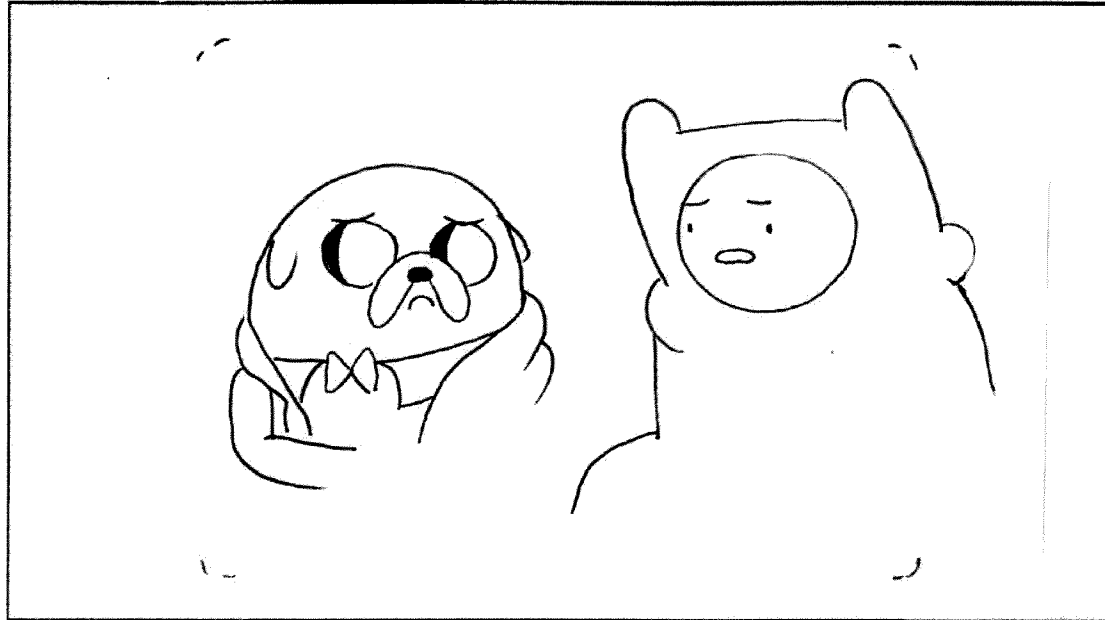
Sc. **6**

Pnl. **A**

Bg.

Page **9**

9A NEXT
day night



Dialog:

Ⓔ It's OK man, just play it off...

Action:

Timing:

JUN 27 2015

1014-151

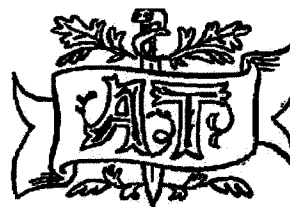
EPISODE #

1014/151

Production :

1014/151 1

ADVENTURE TIME



Page 9A

10 NEXT
day night

Sc. 06 *cont*

Pnl. B

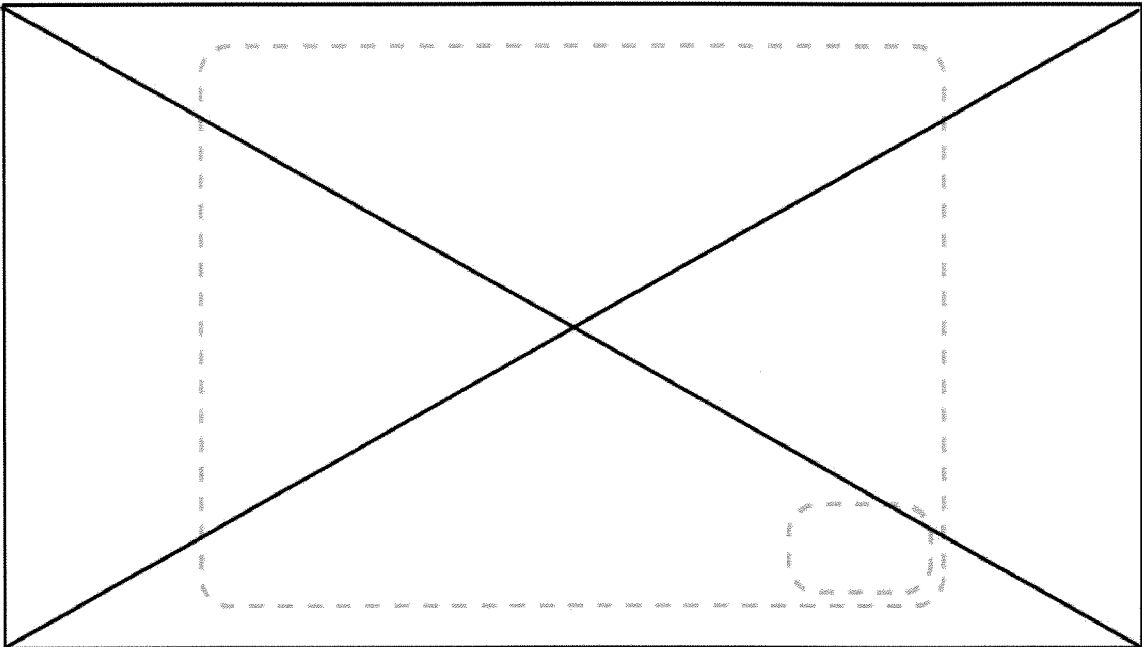
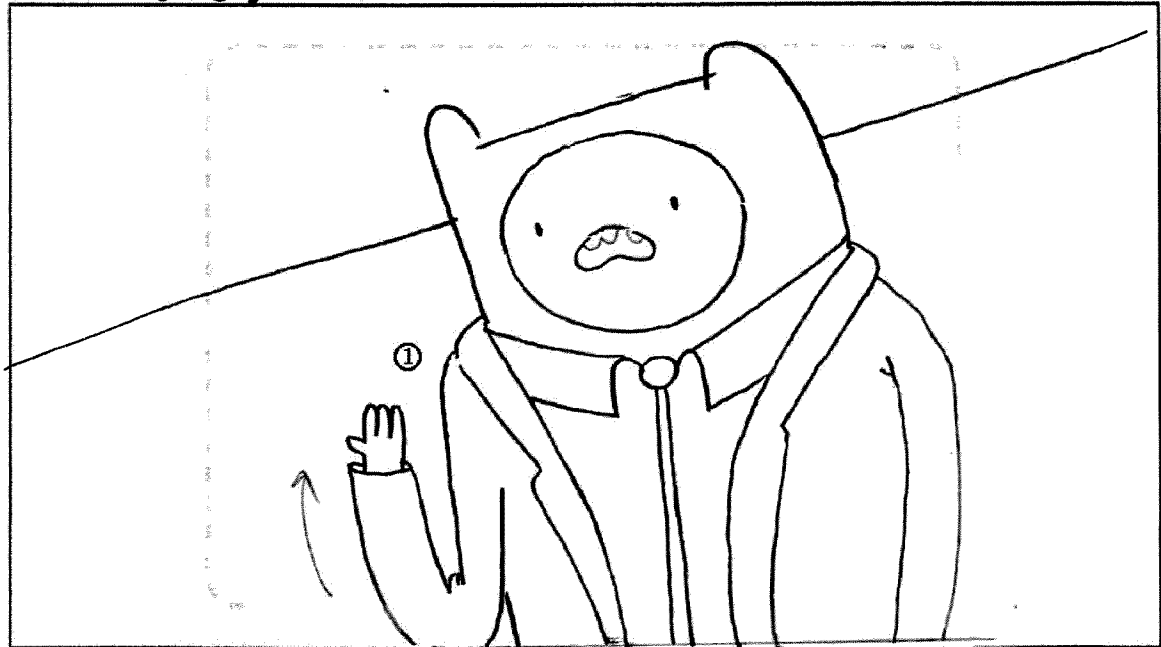
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:	<p>Ⓕ just make a normal face...</p>
Action:	<p>Ⓖ</p>
Timing:	

JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

1014/151

1014/151

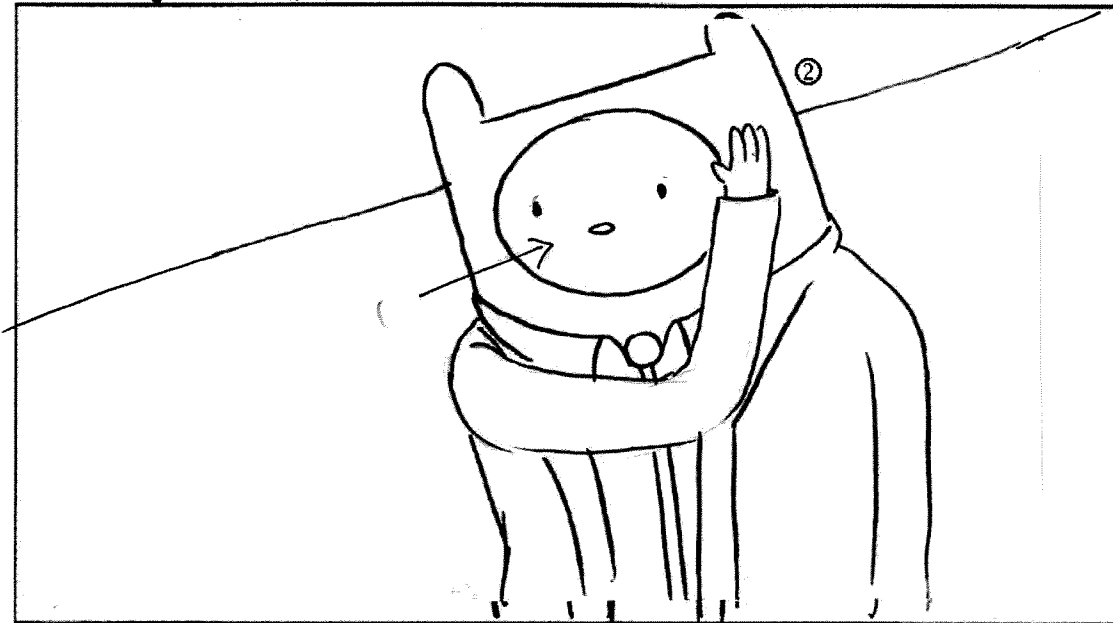
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ADVENTURE TIME

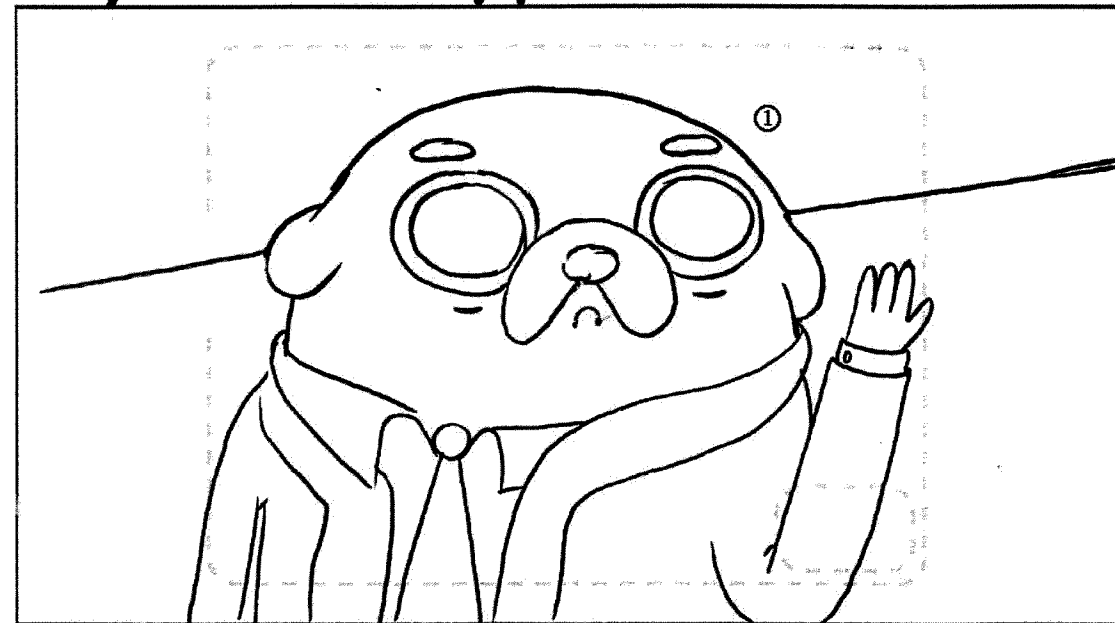


Page **10**

Sc. **6 cont** Pnl. **C** Bg. day night



Sc. **7** Pnl. **A** Bg. day night



Dialog:

Ac

⑥ see, normal face ...

-Finn wipes hand in front of face SLOWLY.

JUN 27 2013

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 1014-151
 Production : 1014/151

1014/151

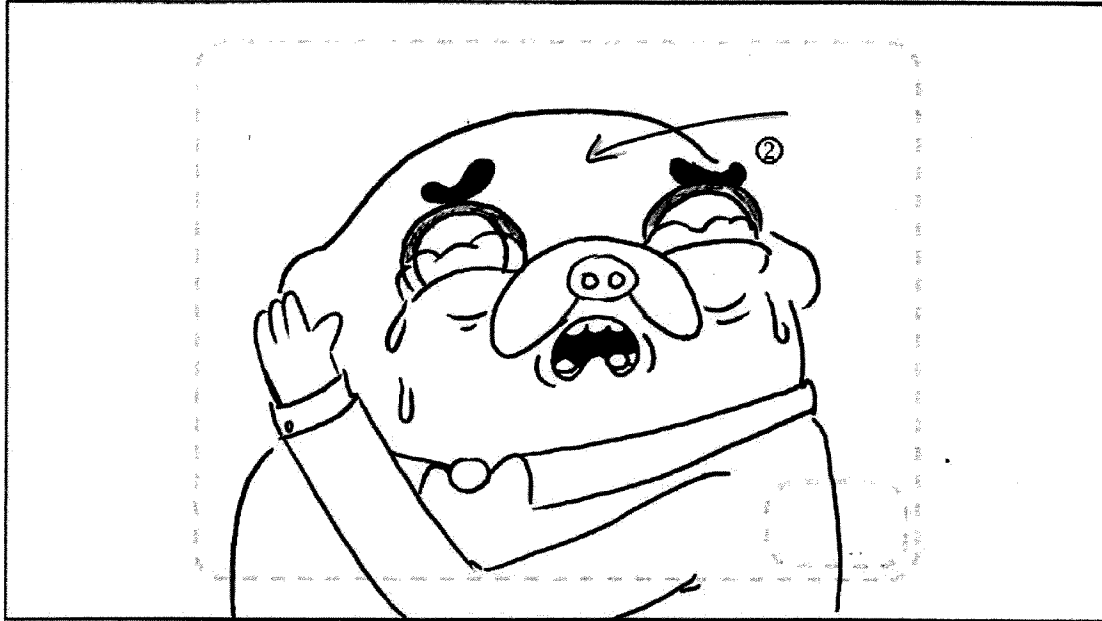
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ADVENTURE TIME

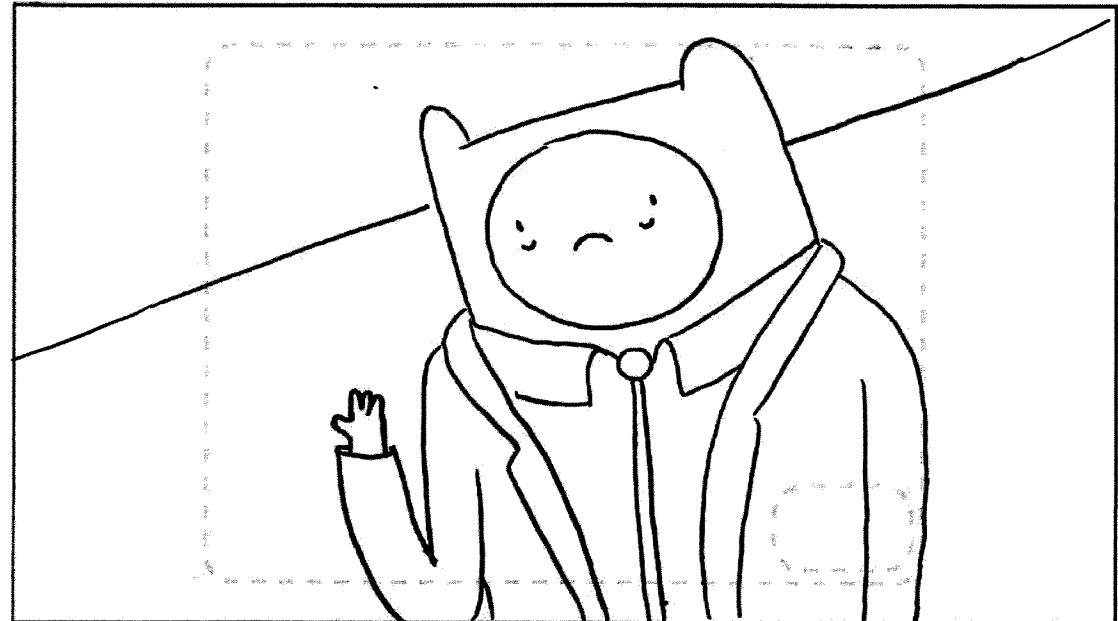


Page 11

Sc. 7 CONT Pnl. B Bg. day night



Sc. 8 Pnl. A Bg. day night



Dialog:

⑤ [sobs]

Action:



① - Jake wipes hand over face
- sobs

- Finn makes a sympathetic face

JUN 27 2013

Production :

EPISODE #

1014-151

1014/151

1014/151 1

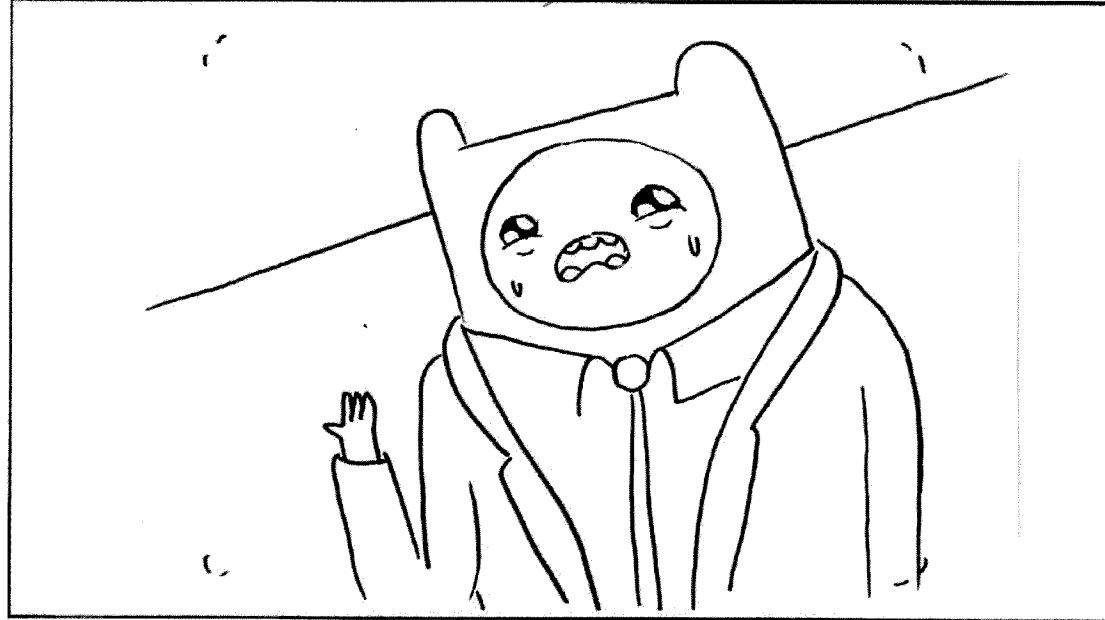
ADVENTURE TIME



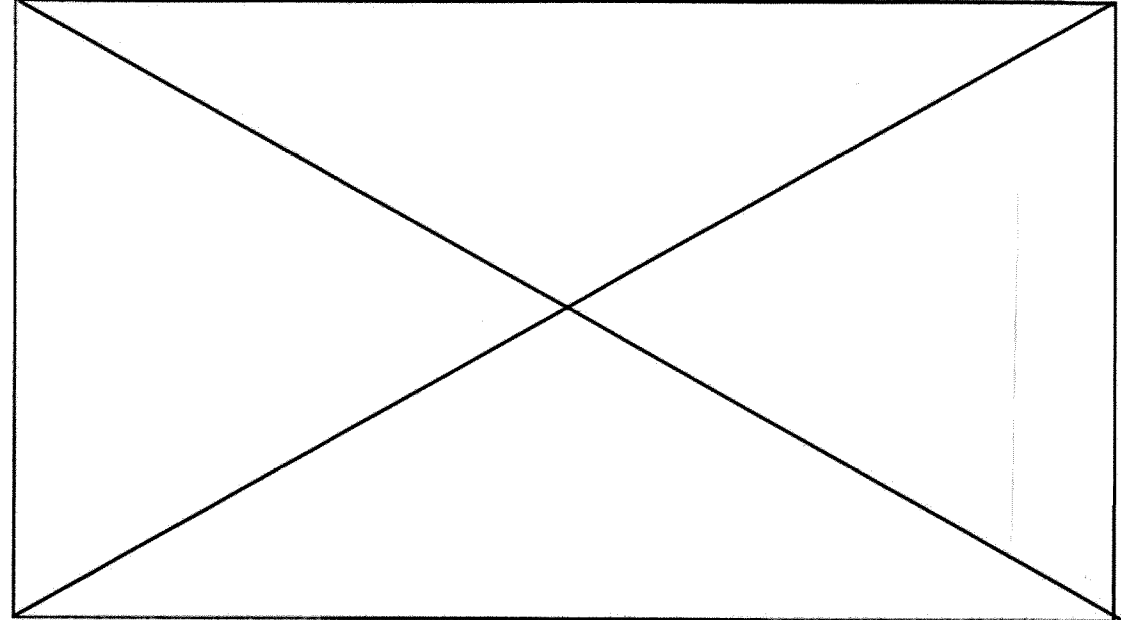
NO
SC
9

Page 12

Sc. 8 CONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
<u>F: [sobs]</u> <u>J(o.s.) [sobs]</u>	
Action:	
JUN 27 2013	
Timing:	

EPISODE #
1014-151
1014/151

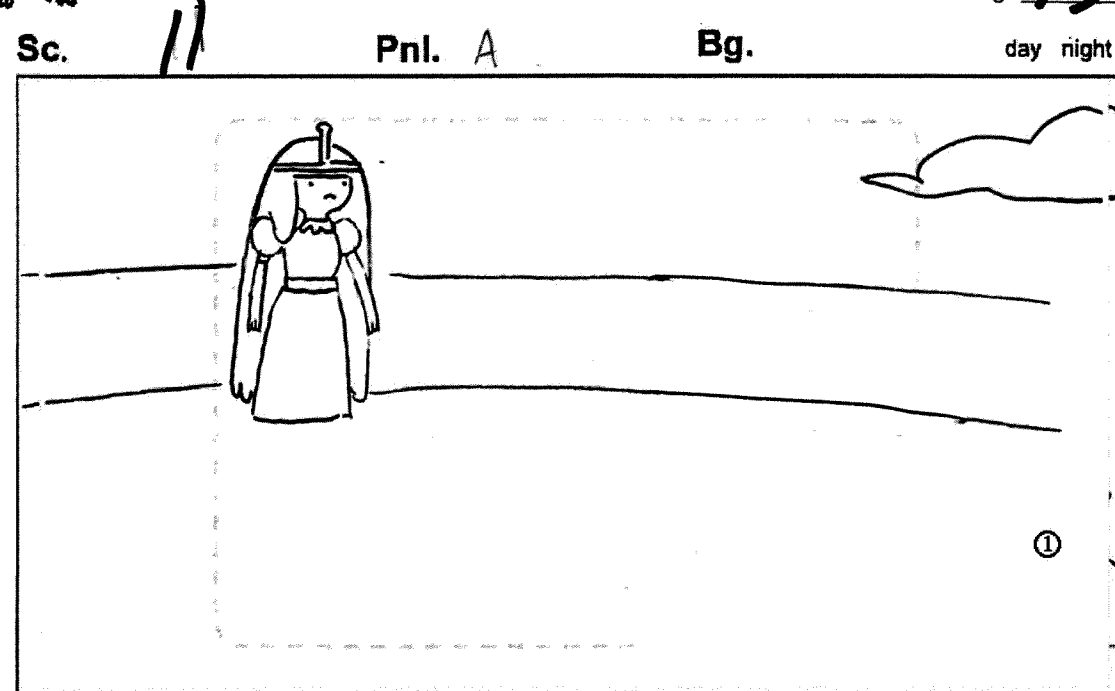
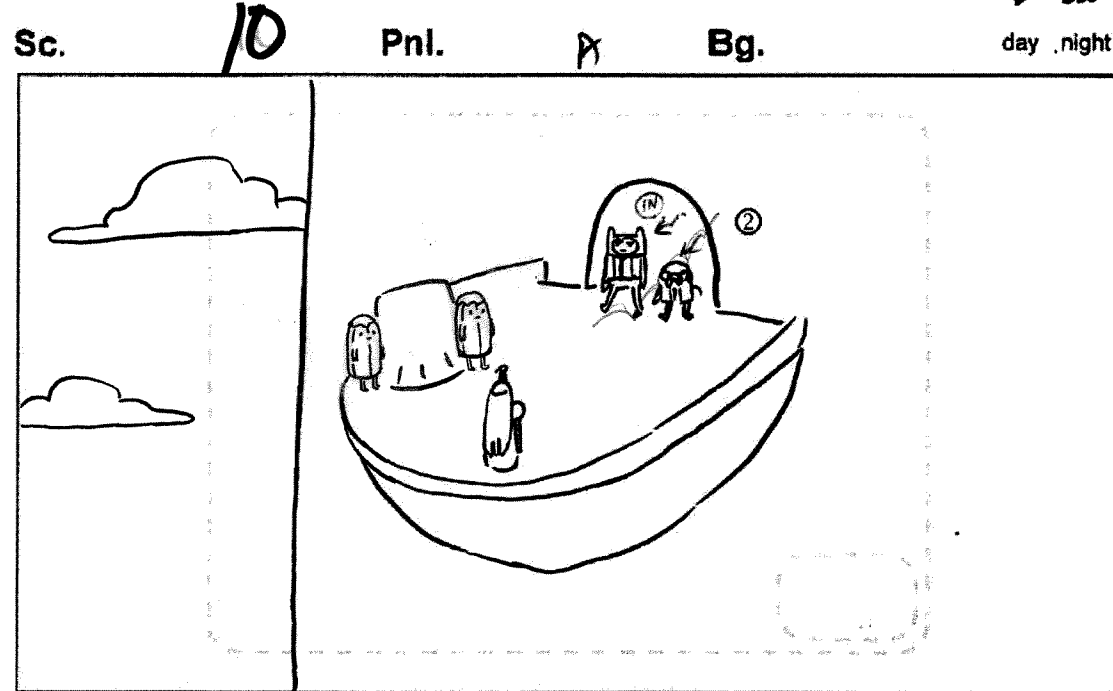
Production :

1014/151

ADVENTURE TIME



Page **13**



Dialog:

Action: - F+J WALK OUT ONTO BALCONY. ① - F+J WALK ON/S. ②

Timing:

Production :

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1014-151
1014/151

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ADVENTURE TIME



Sc.

11 cont

Pnl.

8

Bg.

day night

Sc.

SKY

CASTLE

12

Pnl. A

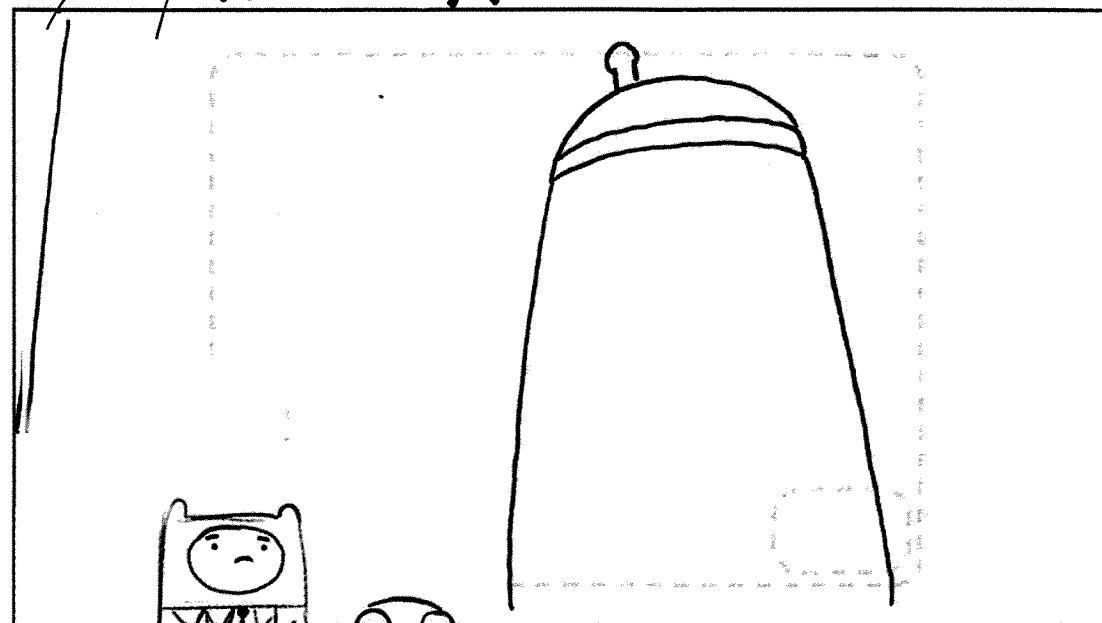
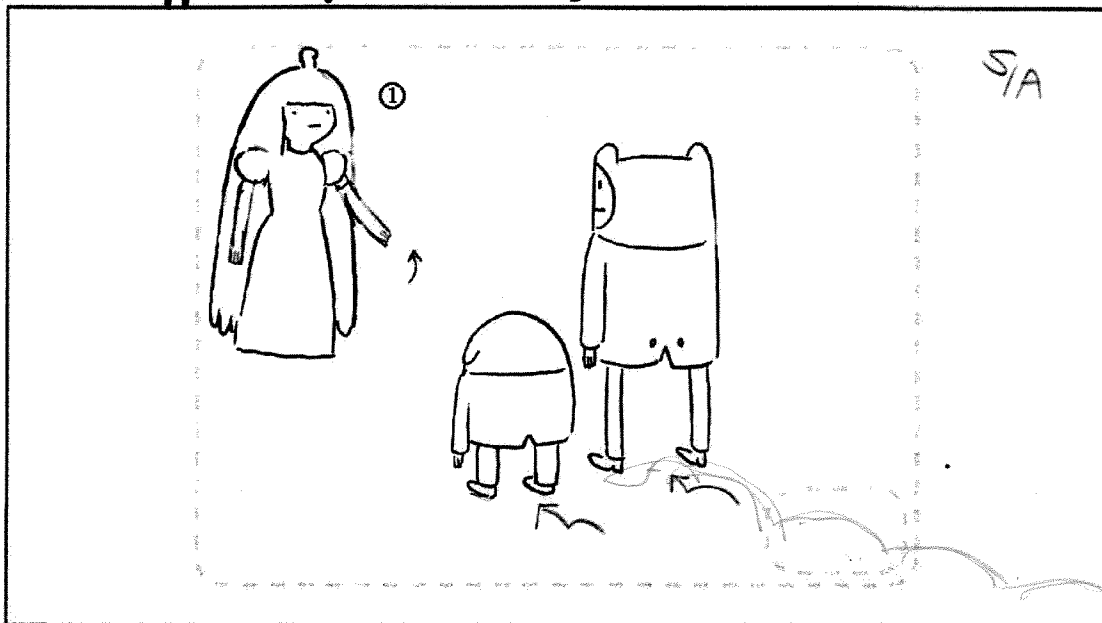
Bg.

Page

14

day night

14 NEW

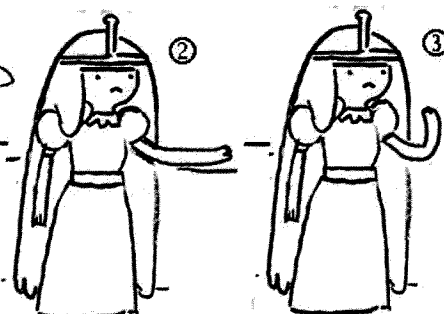


Dialog:

Action:

- PB MOTIONS TO F+J
- F+J TAKE TWO MORE STEPS FORWARD

Timing:



JUN 27 2013

Production :

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1014/151

1014/151

ADVENTURE TIME



Page 14A

15 ~~NEXT~~
day night

Sc. 12 *CONT*

Pnl. B

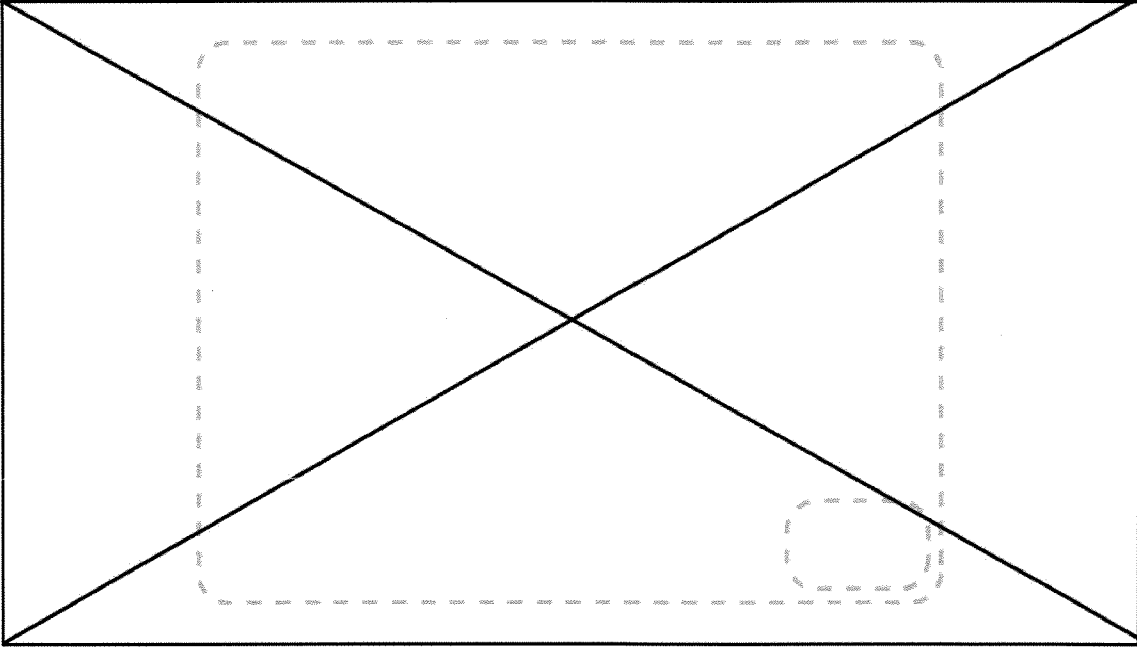
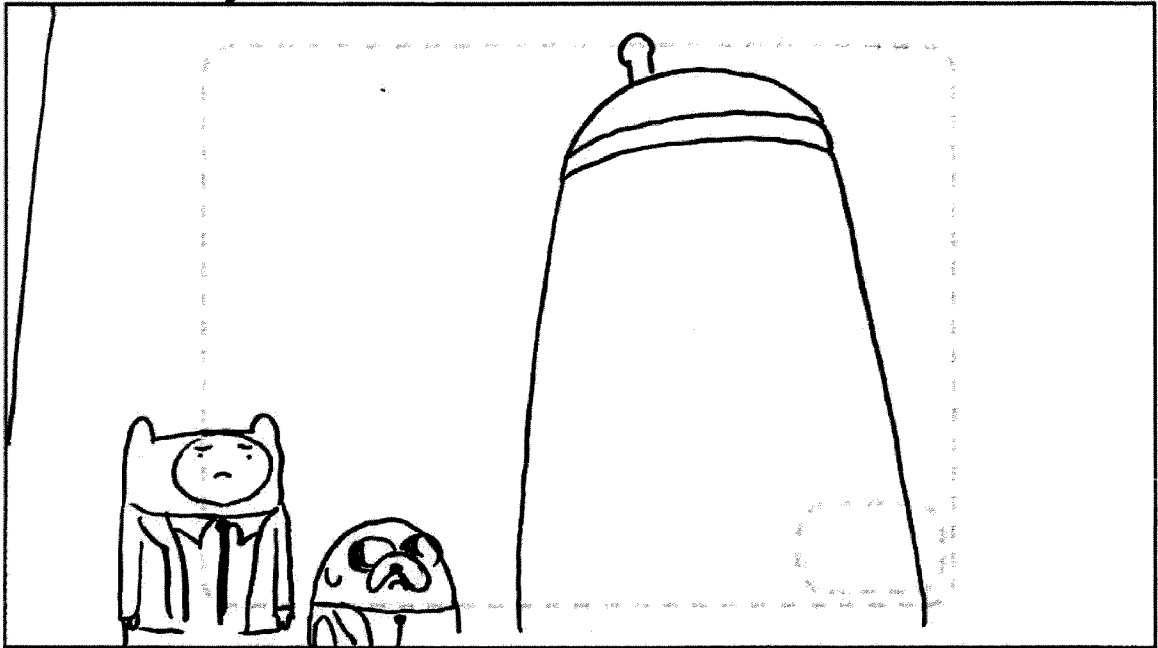
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:
Action:
Timing:

JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

1014/151

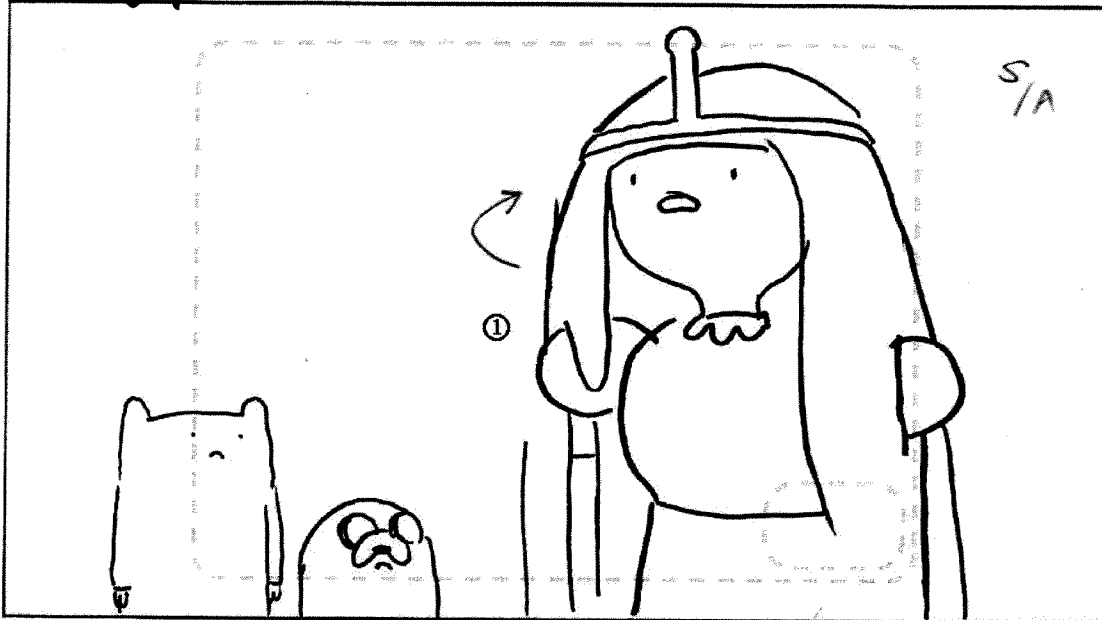
1014/151
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ADVENTURE TIME

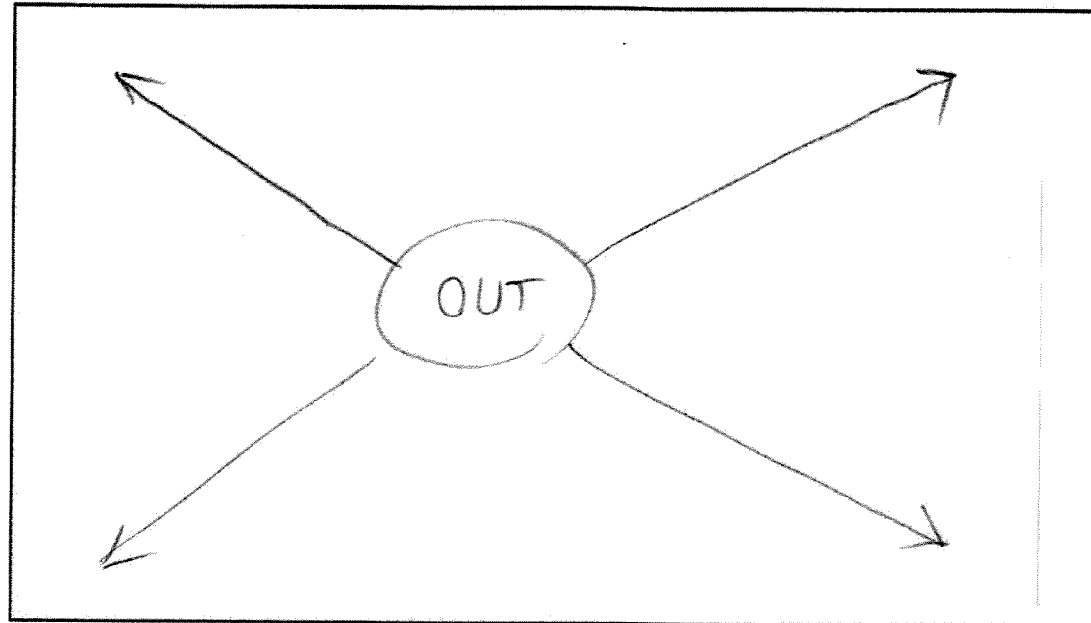


Page 15

Sc. 12 CONT Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(PB) Ladies and gentlemen, thank you for coming, we may begin the ceremony.
Action:	- PB faces candy people
Timing:	 

Production :

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1014/151

1014/151

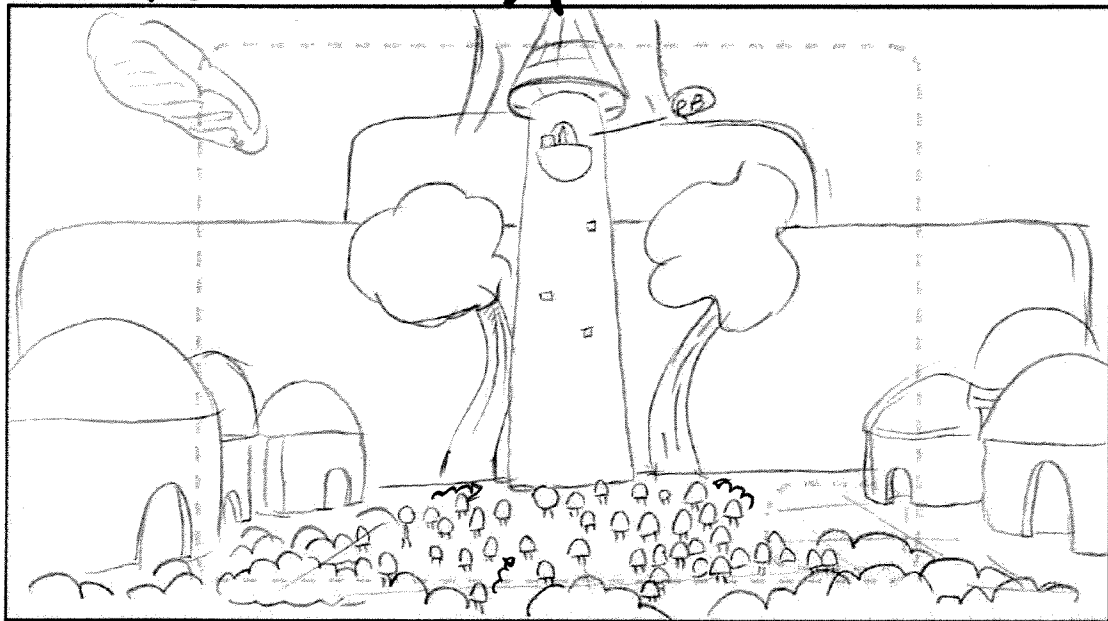
ADVENTURE TIME



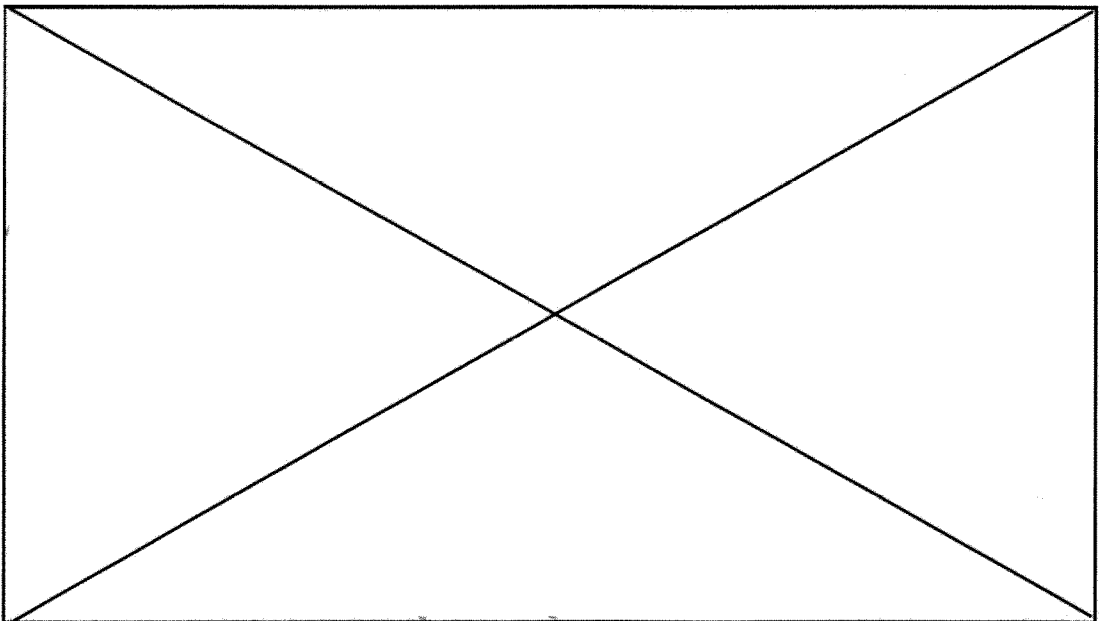
no Scene 14

Page 16

Sc. 13 - Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: <u>CANDY PEOPLE</u> : (CONCERNED CROWD MURMURS) "oh my" "what's happened" "what's going on"	
Action: <div style="text-align: right;">JUN 27 2013</div>	
Timing:	

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EPISODE #

1014/151

Production :

1014/151

1014/151

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ADVENTURE TIME



Page

17

Sc.

15

Pnl.

A

Bg.

day night

Sc.

Pnl.

Bg.

day night

ONE WEEK
BEFORE

NEXT
PNL.

Dialog:

Action:

Timing:

JUN 27 2013

Production :

EPISODE #

1014-151

1014/151

1014/151

ADVENTURE TIME



1

Page **18**
18A NEXT
day night

Sc.

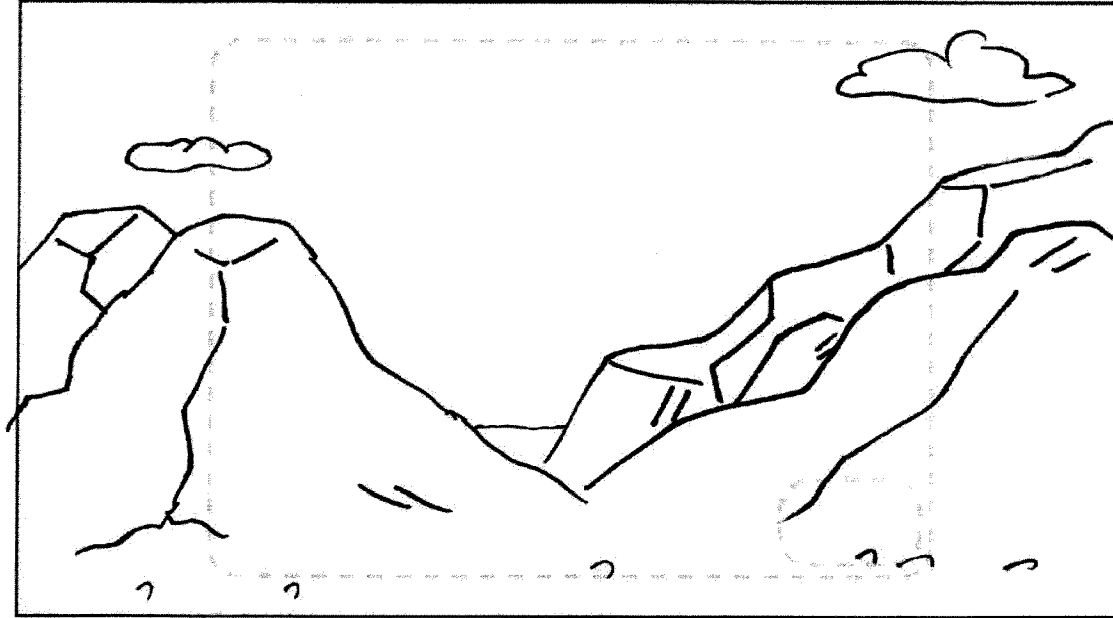
16

Pnl.

A

Bg.

day night



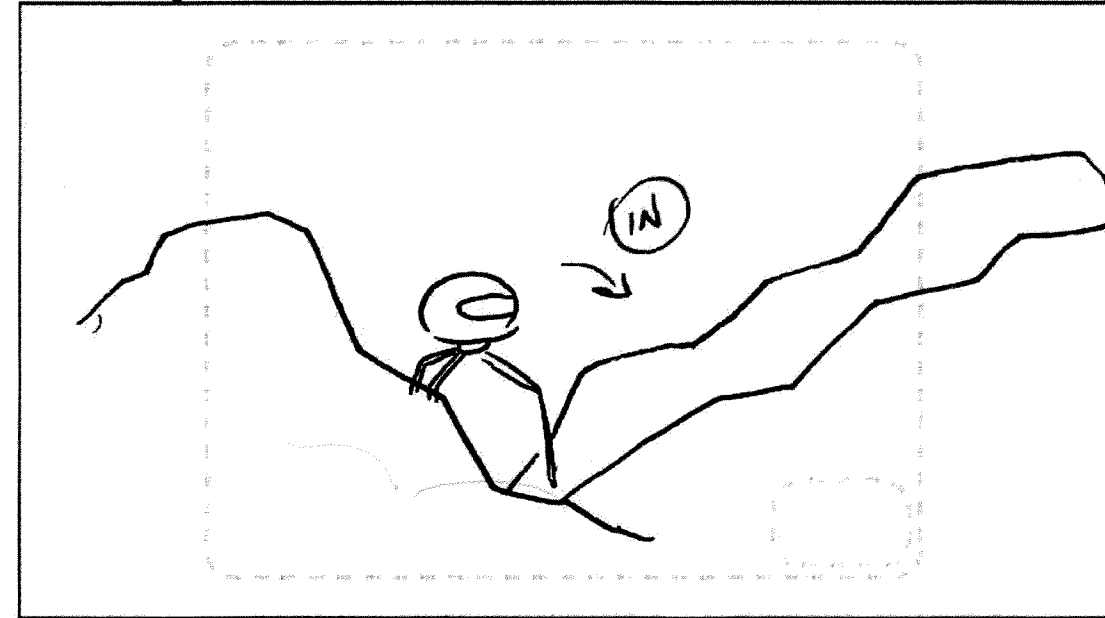
Sc.

16 CONT

Pnl.

B

Bg.



Dialog:

Action:

(Desert area)

Timing:

JUN 27 2013

Production :

EPISODE #

1014-151

1014/151

1014/151

1014/151

ADVENTURE TIME



Page 18A

19 NEXT
day night

Sc. 16 **CONT**

Pnl. C

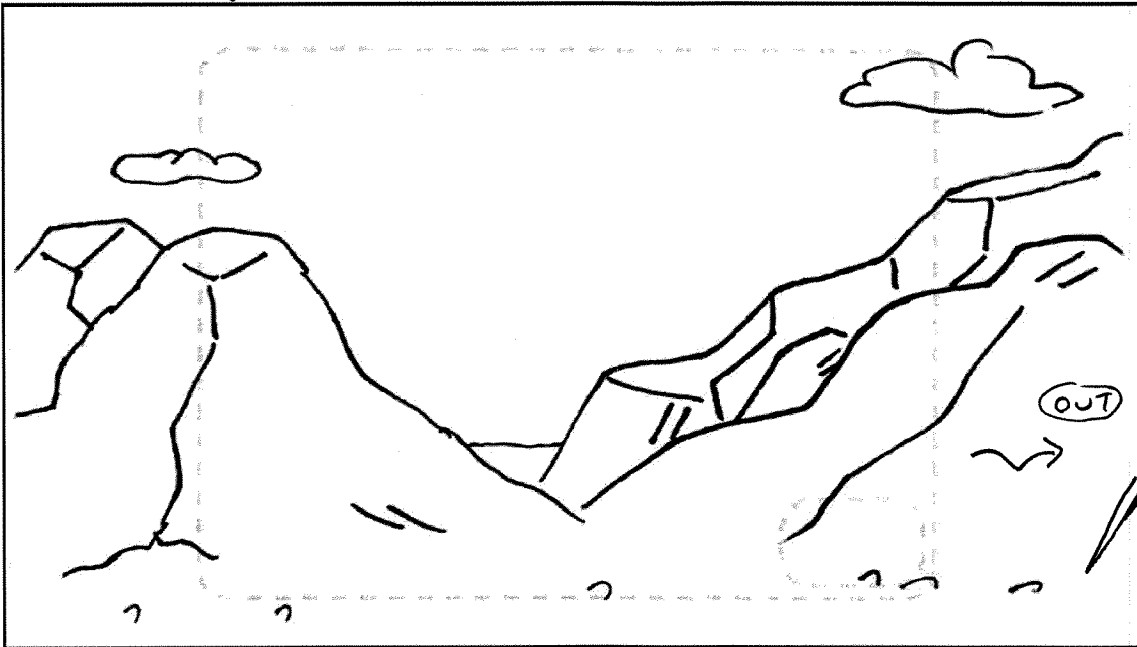
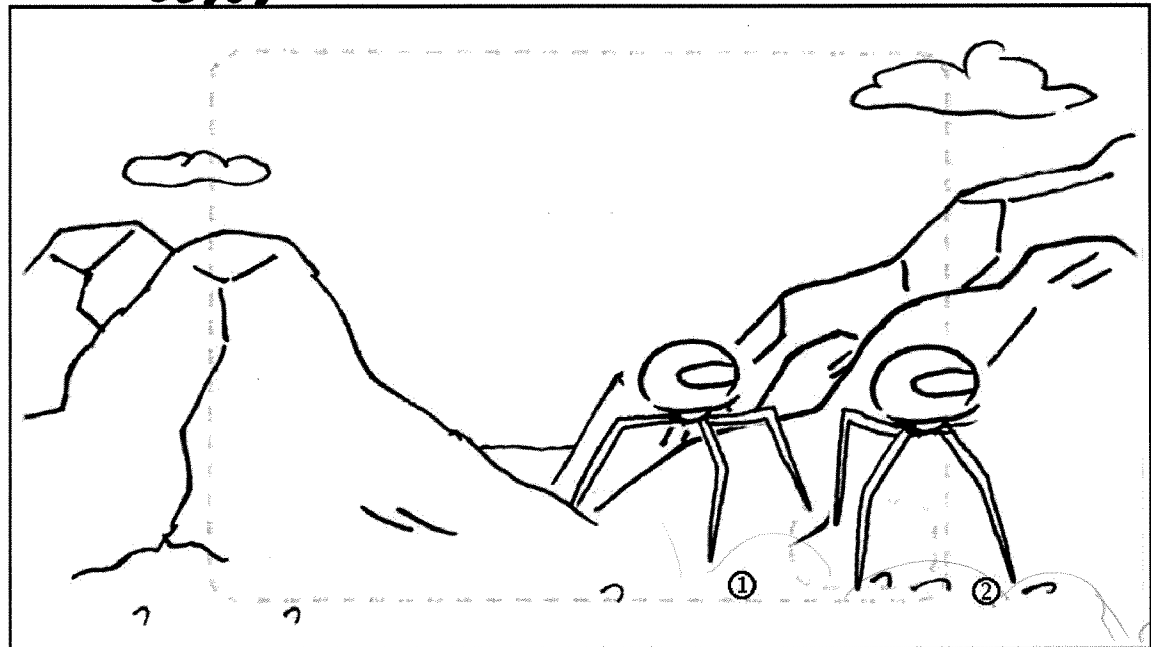
Bg.

day night

Sc. 16 **CONT**

Pnl. D

Bg.



Dialog:
Action:
Timing:

JUN 27 2013

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1014/151

Production :

1014/151

1014/151

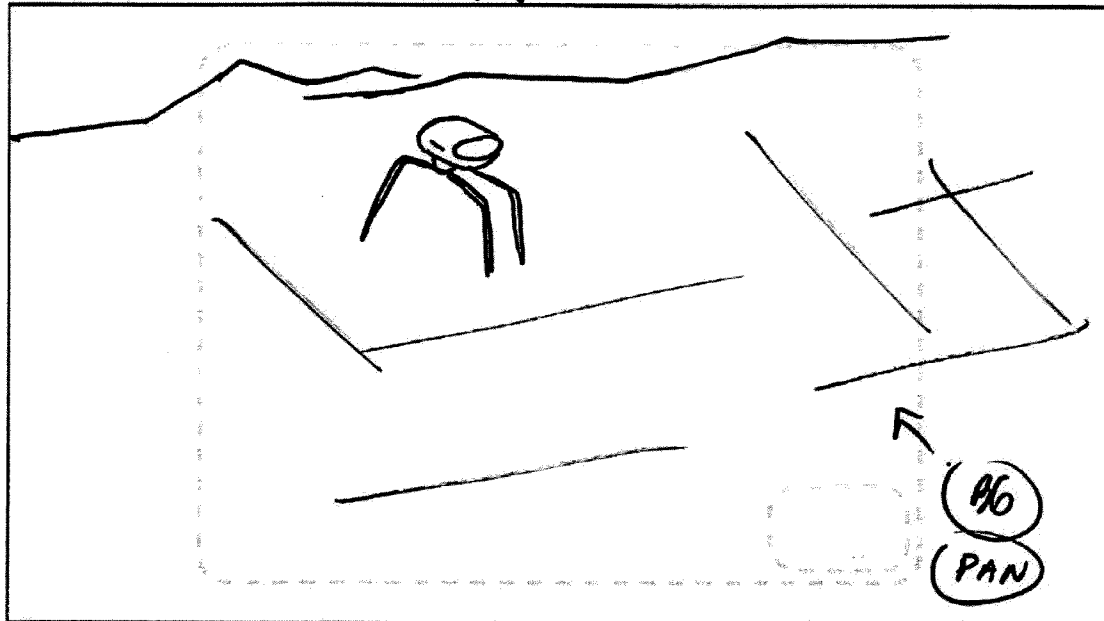
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ADVENTURE TIME

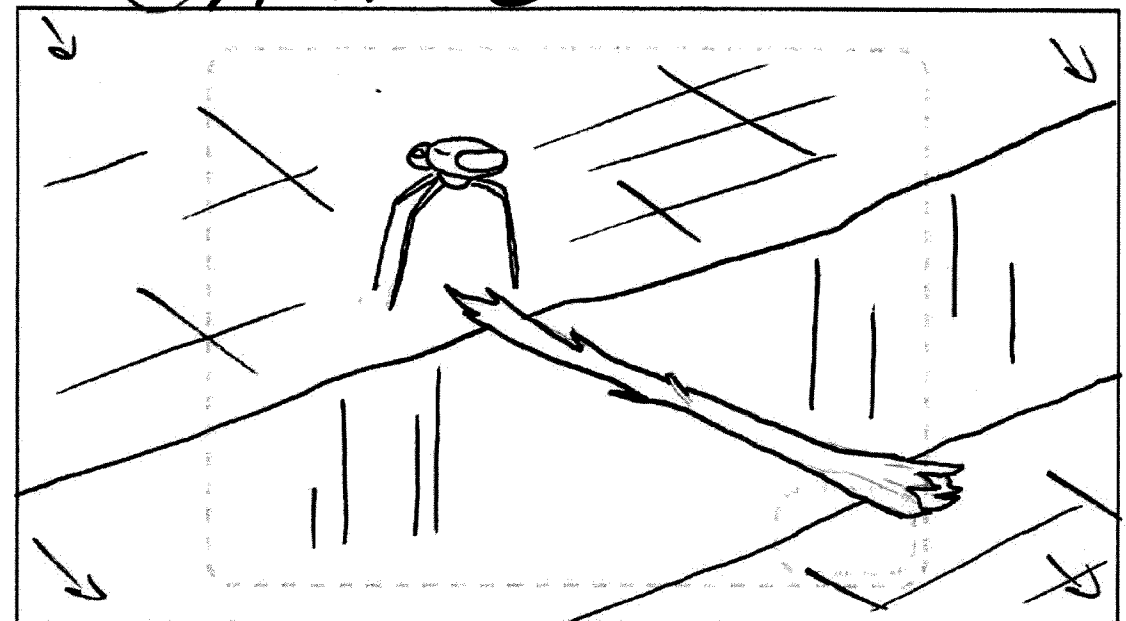


Page **19**

Sc. **17** Pnl. **A** Bg. day night



Sc. **PAN 17 cont** Pnl. **B** Bg. day night



Dialog:			
Action:	- SHIP walks to crack. with old tree.	CAMERA PANS WITH SHIP.	JUN 27 2013
Timing:			

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1014/151

Production :

1014/151

ADVENTURE TIME



Page **20**
JOHN
day night

Sc. **17 CONT**

Pnl. **C**

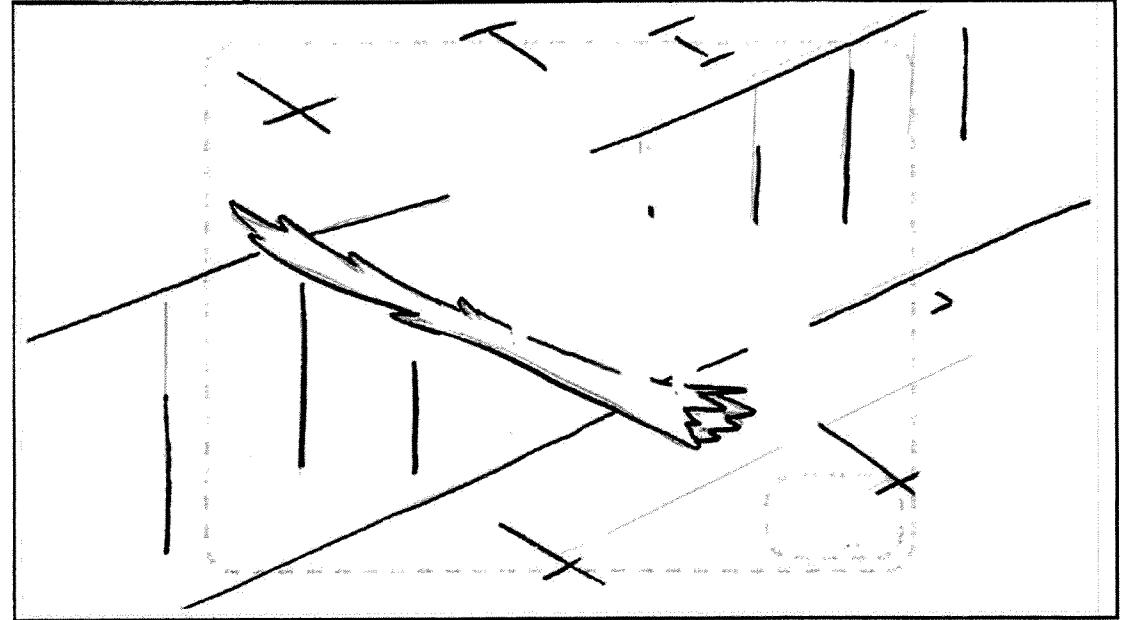
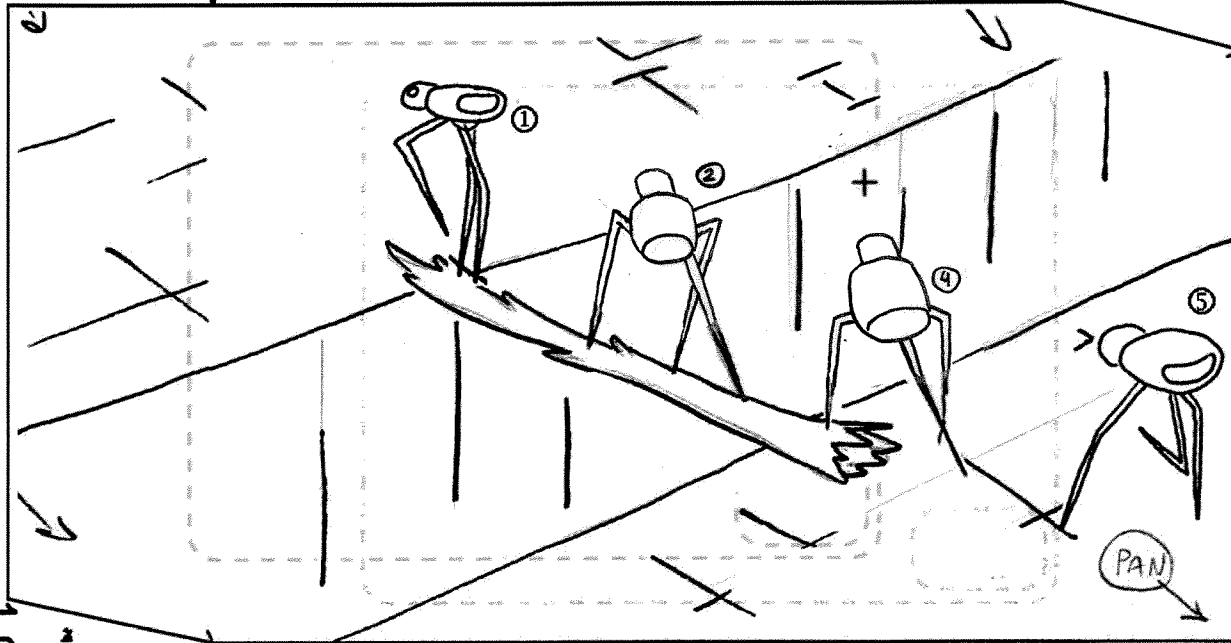
Bg.

day night

Sc. **17 CONT**

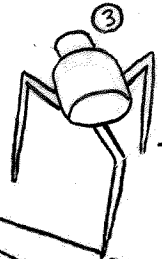
Pnl. **D**

Bg.



Dialog:

Action:



- CAMERA TRACKS WITH CRAFT
+ - craft skitters across log
(AIBIC)

JUN 27 2013

Production :

EPISODE # 1014-151

1014/151

1014/151

ADVENTURE TIME



Page 20A

21 **NEXT**
day night

Sc. 18

Pnl. A

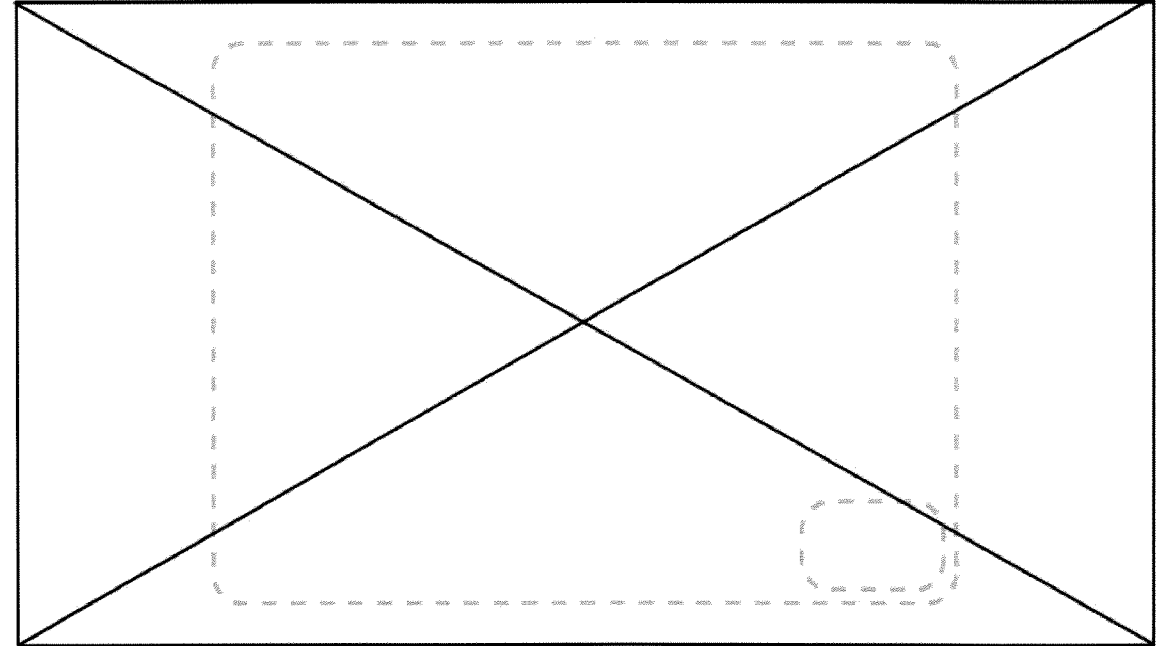
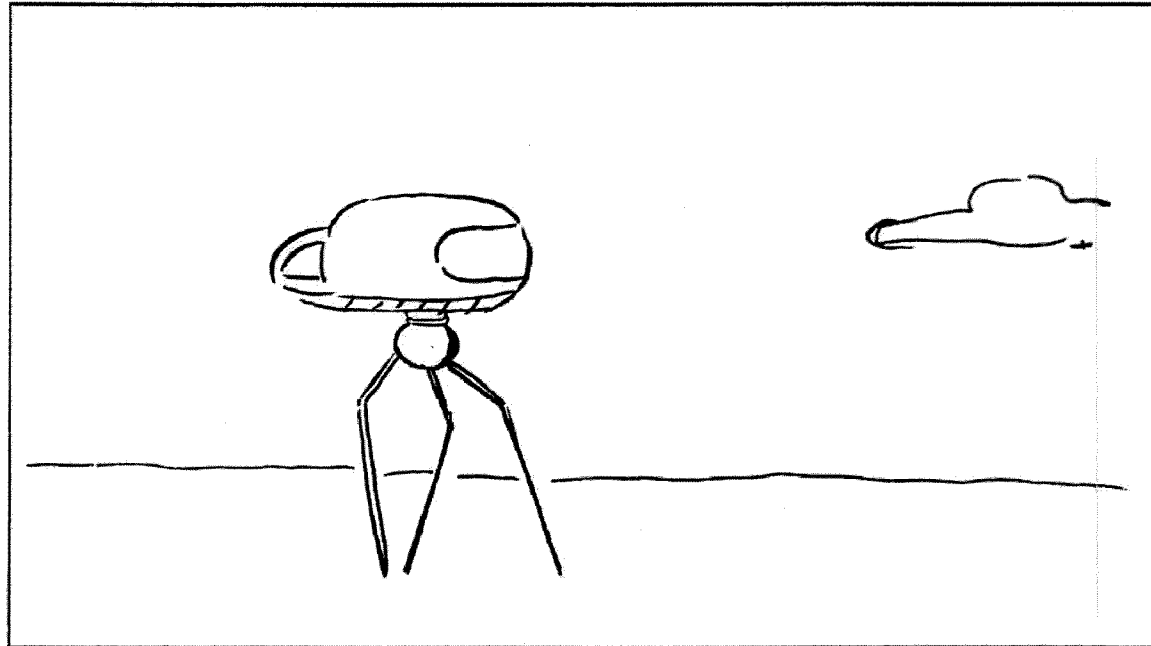
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

desert
B6

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

1014/151

ADVENTURE TIME



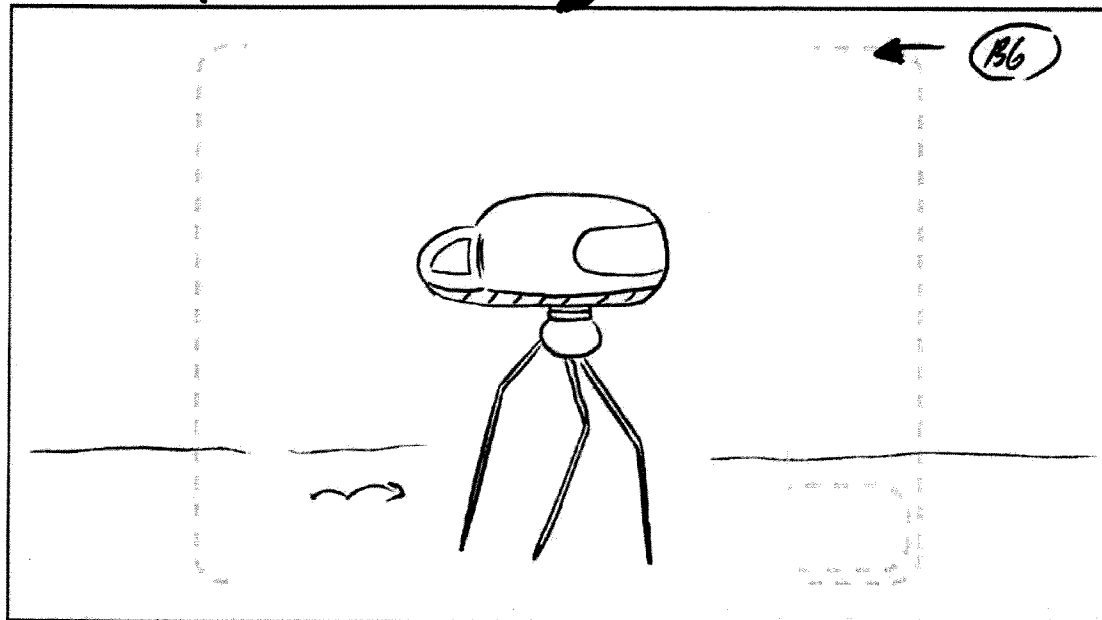
Sc.

18 cont Pnl.

B

Bg.

day night



Sc.

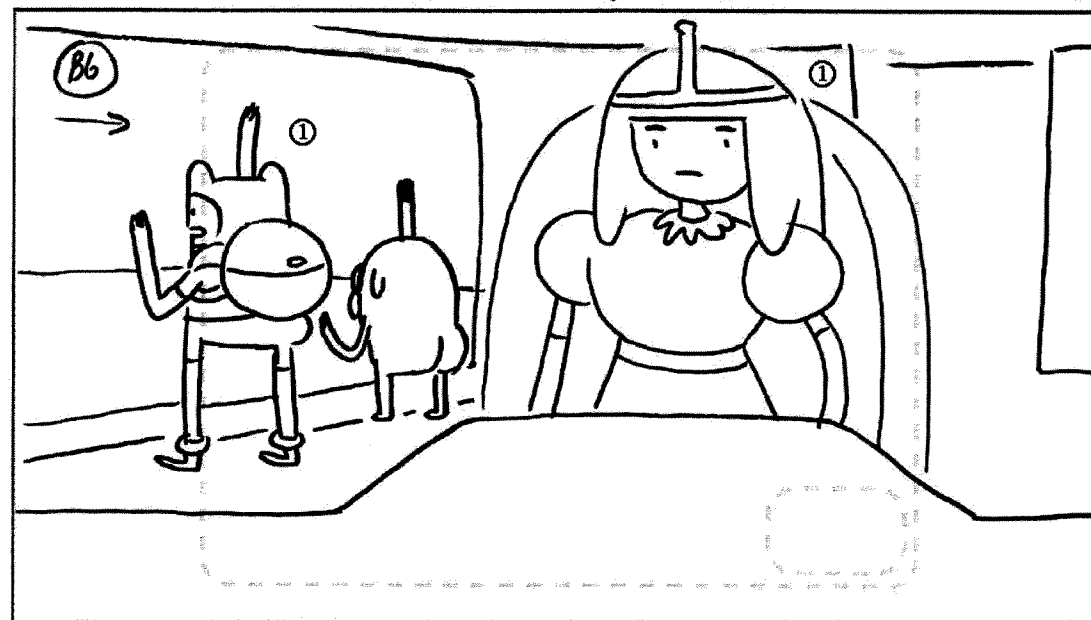
19

Pnl.

A

Bg.

day night



Dialog:

① THANKS FOR BRING'NG us along
on the trip, PEEPS.

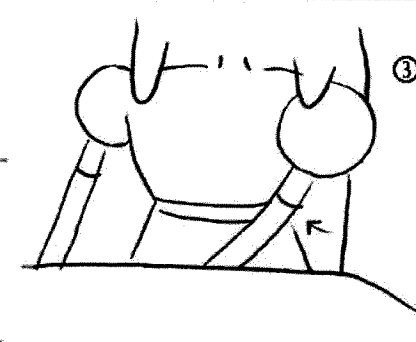
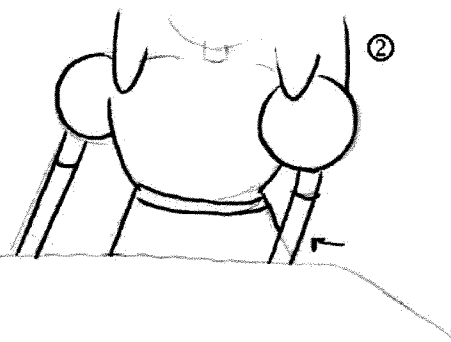
JUN 27 2013

Action:

Camera tracks with craft as it
walks

Timing:

→
PB,
Types
on keys.



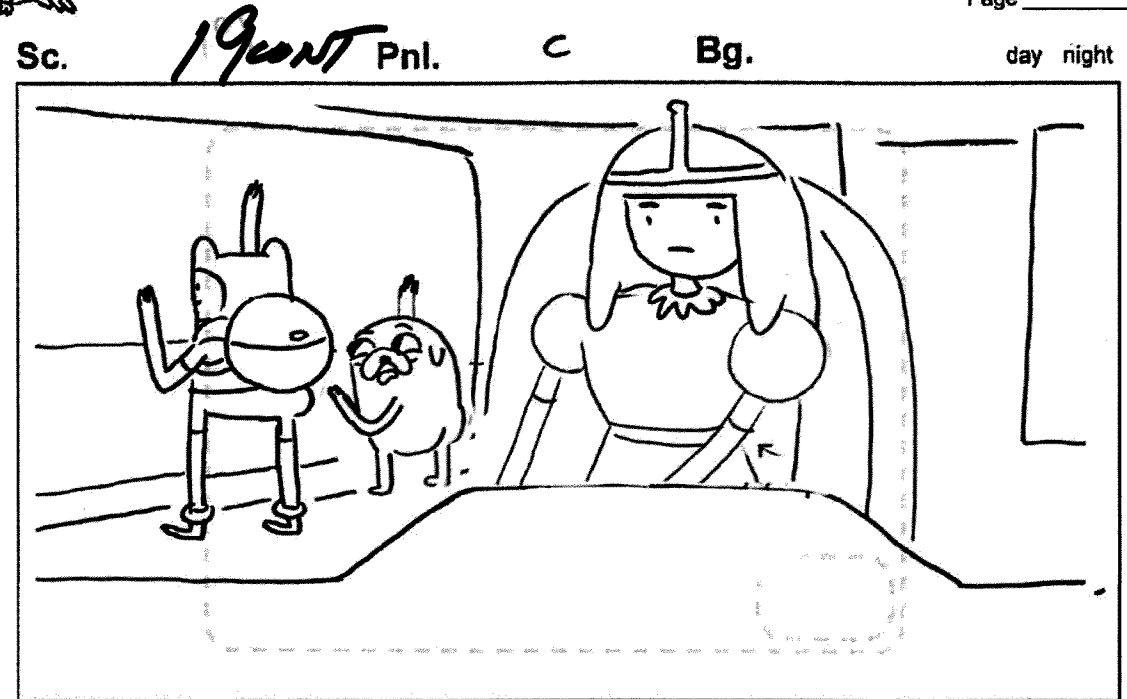
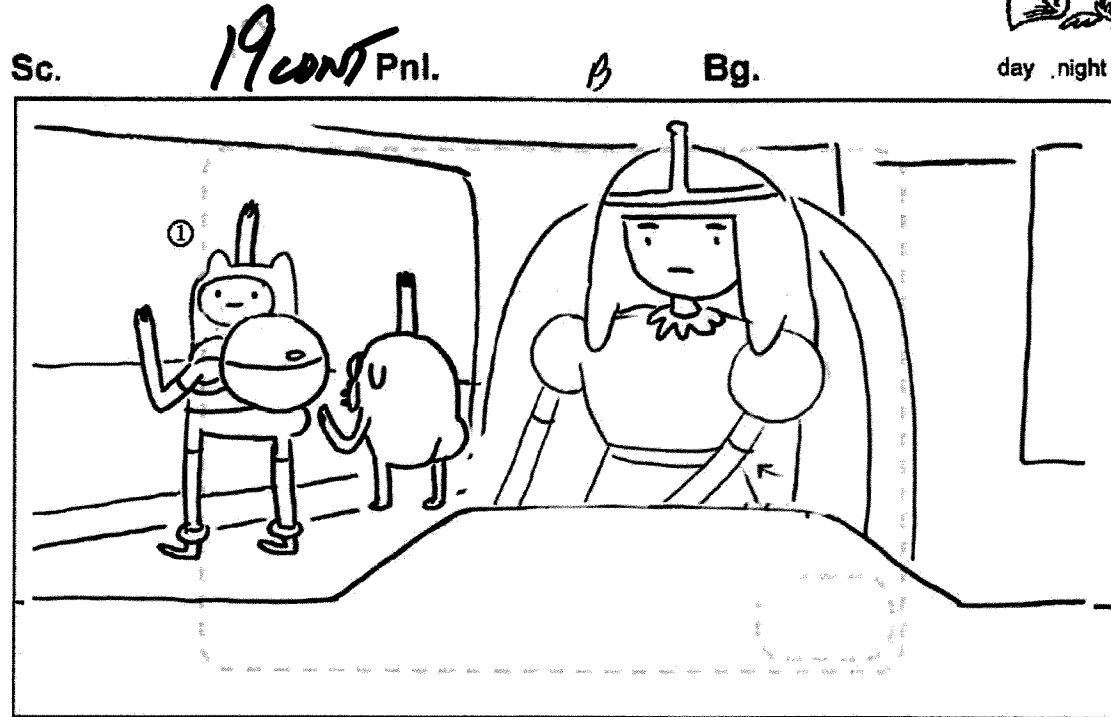
EPISODE #

1014-151

1014/151

1014/151

ADVENTURE TIME



Dialog:	<p>① (sassy) Yeah, it's unfortunate we can't enjoy some of these cool things were passing by.</p> <p>② (sassier) But, I guess we can do that the next time were IN THE DESERT OF WONDERS... <u>whenever that is...</u></p>
Action:	<p>SPB continues action?</p> <p>JUN 27 2013</p>
Timing:	

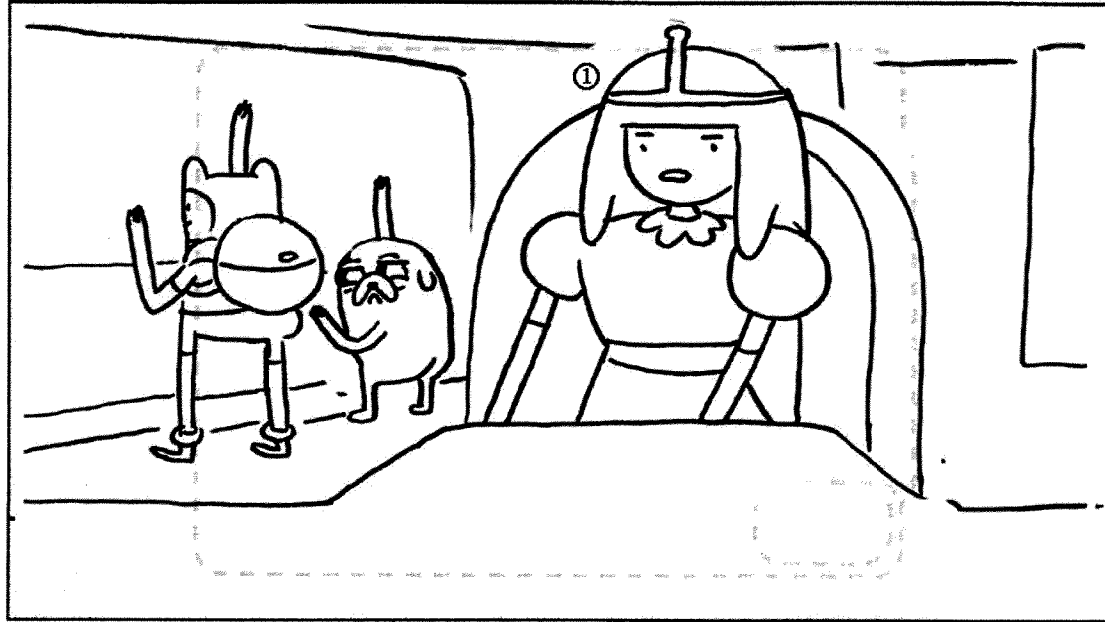
1014/151

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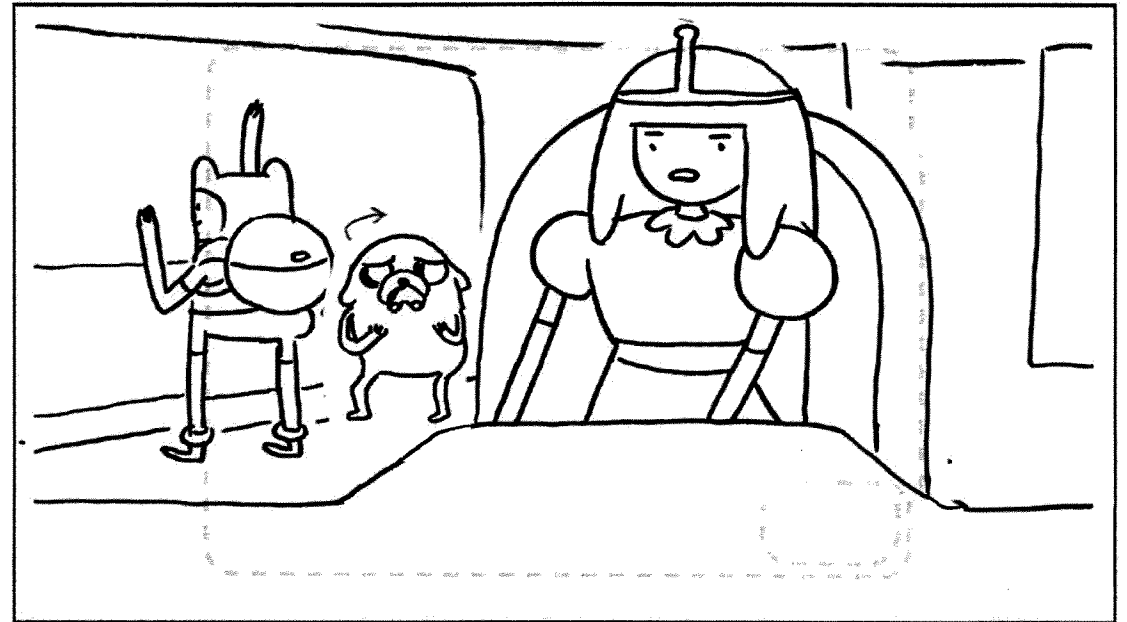
ADVENTURE TIME



Sc. **19 cont** Pnl. **0** Bg. day night



Sc. **19 cont** Pnl. **E** Bg. day night



Dialog: **(PB)** we're on a mission to collect samples only. I WANT TO START COLONIZING this area by the end of the year.

(J) You are killing me, PB!

Action: **(2)** **(3)** **(4)**

Timing: **- J TURNS SUDDENLY.**

JUN 27 2013

EPISODE # 1014-151
1014/151

Production :

1014/151

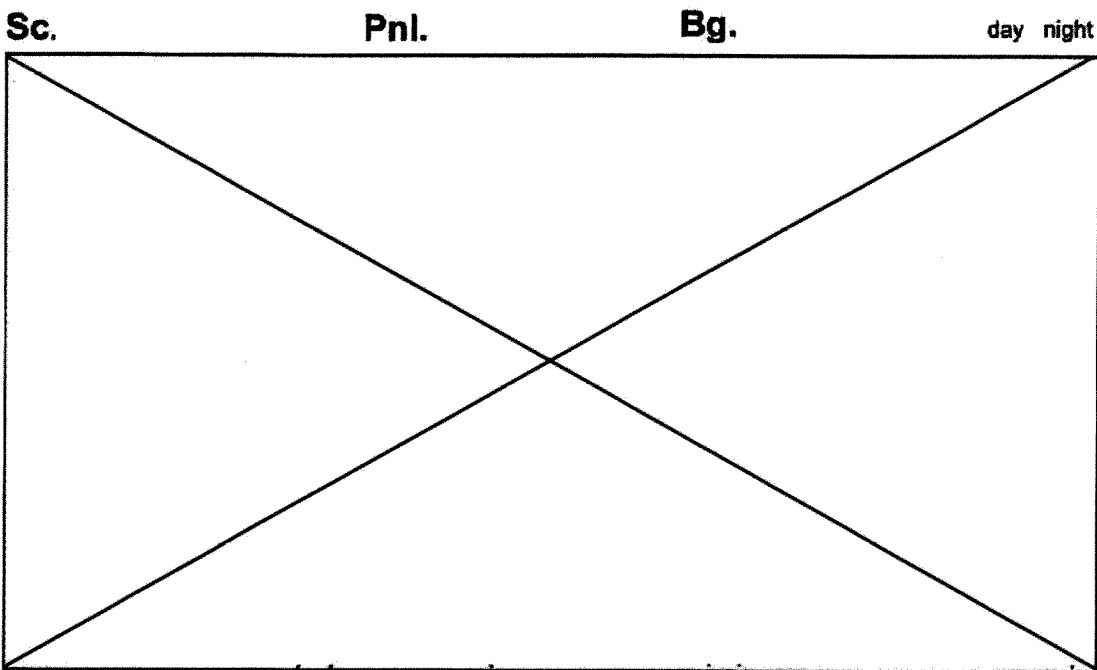
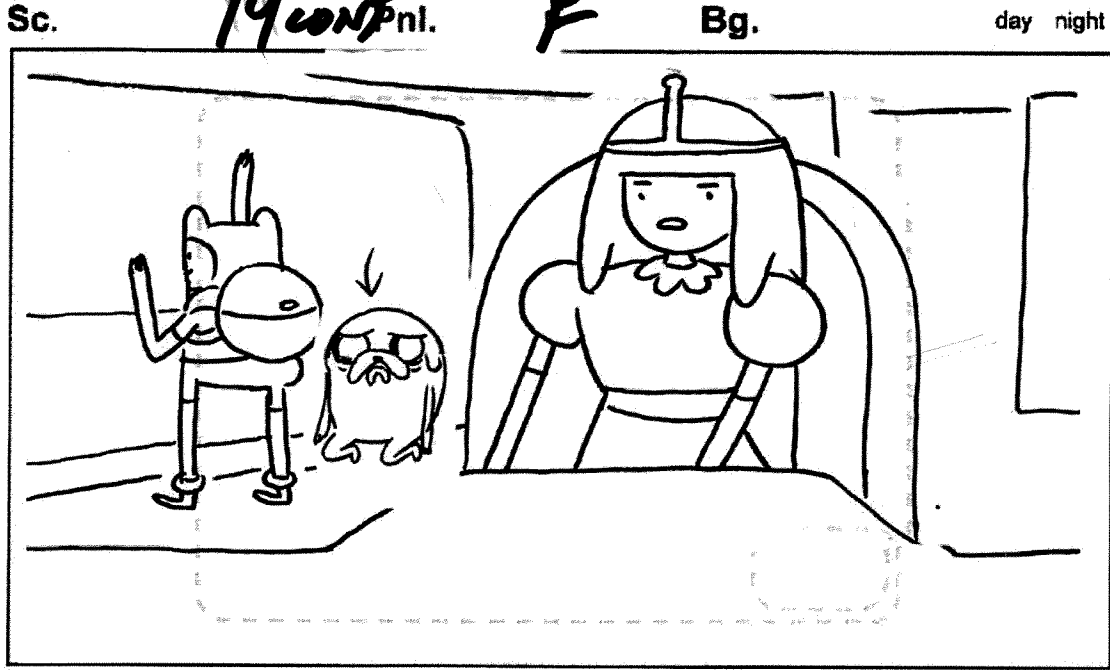
1014/151

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ADVENTURE TIME



Page 24



Dialog:
Action: <i>Jake falls to knees</i>
Timing:

JUN 27 2013

EPISODE # 1014-151
1014/151

Production :

1014/151

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 19 CONT Pnl. 6 Bg. day night

Dialog:
Action:
Timing:

JUN 27 2015

EPISODE #
1014-151
1014/151

Production :

1014/151

1014/151

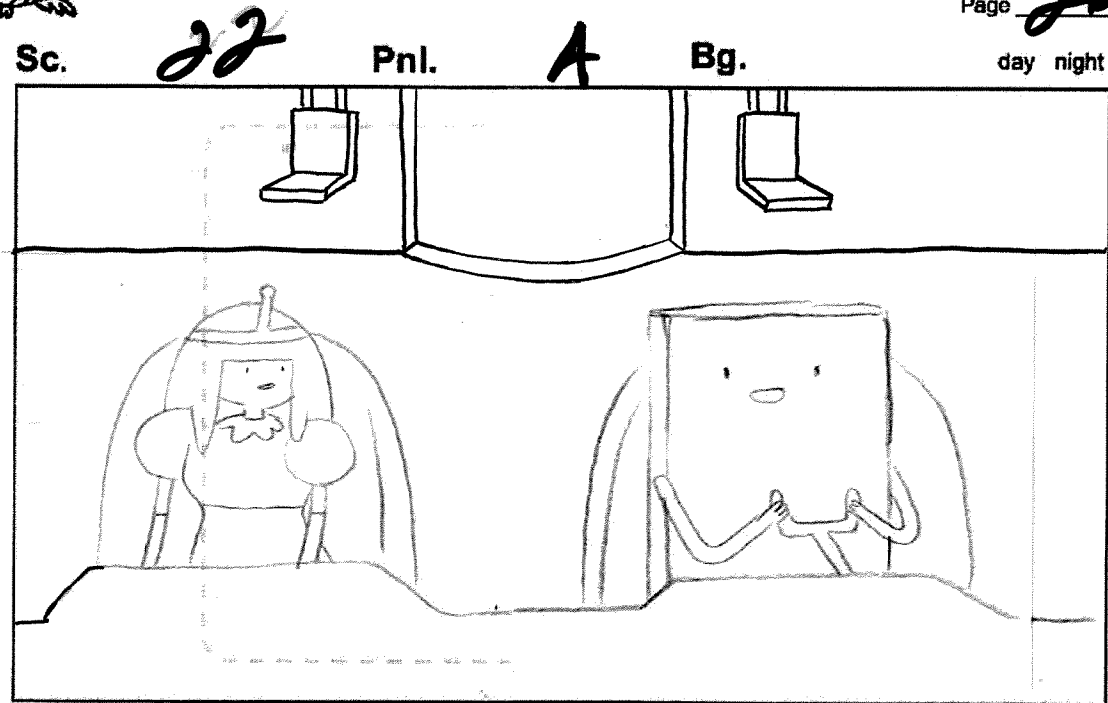
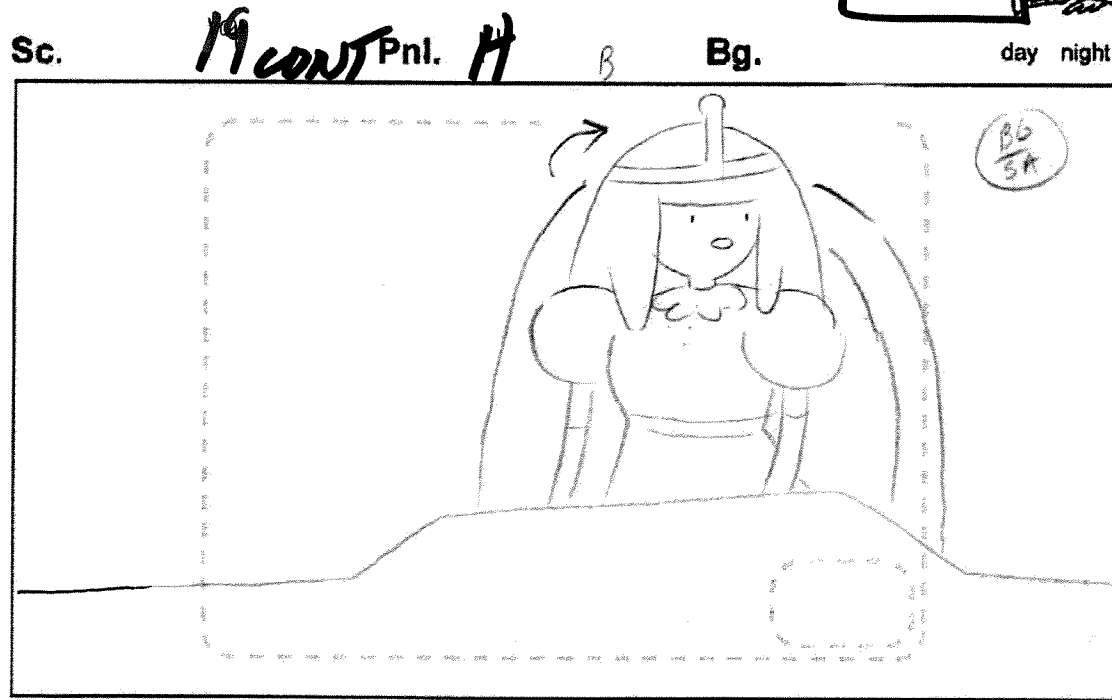
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ADVENTURE TIME

NO
SC'S
20-21



Page 26
day night



Dialog:

(PB) James, give a read
out on fuel.

(James) RIGHT AWAY
PRINCESS.

Action:

- PB TURNS.

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

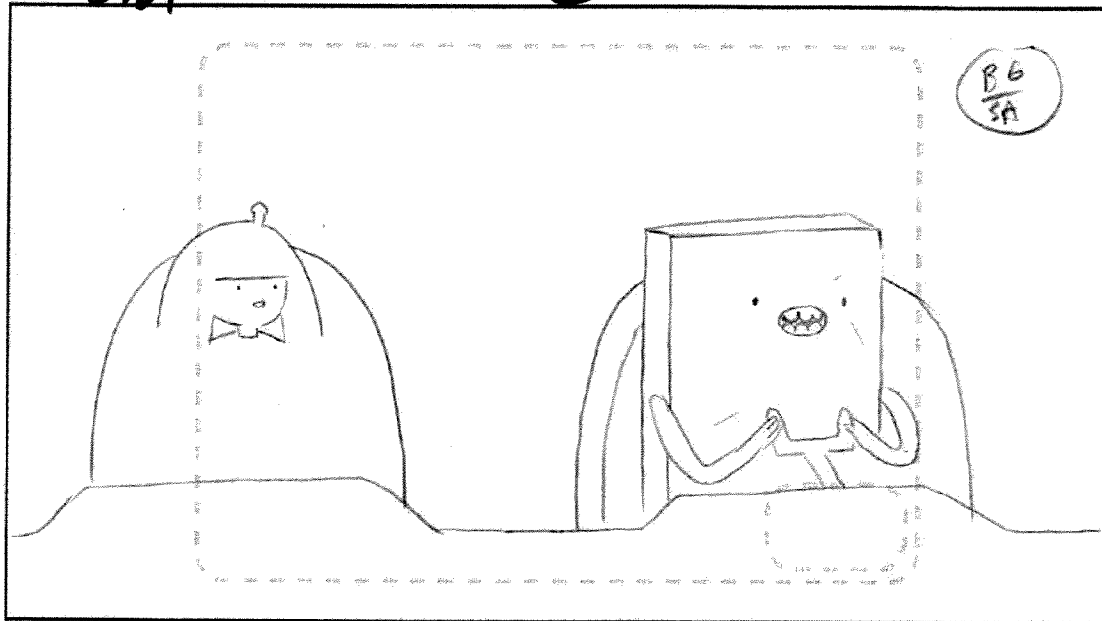
1014/151

1014/151

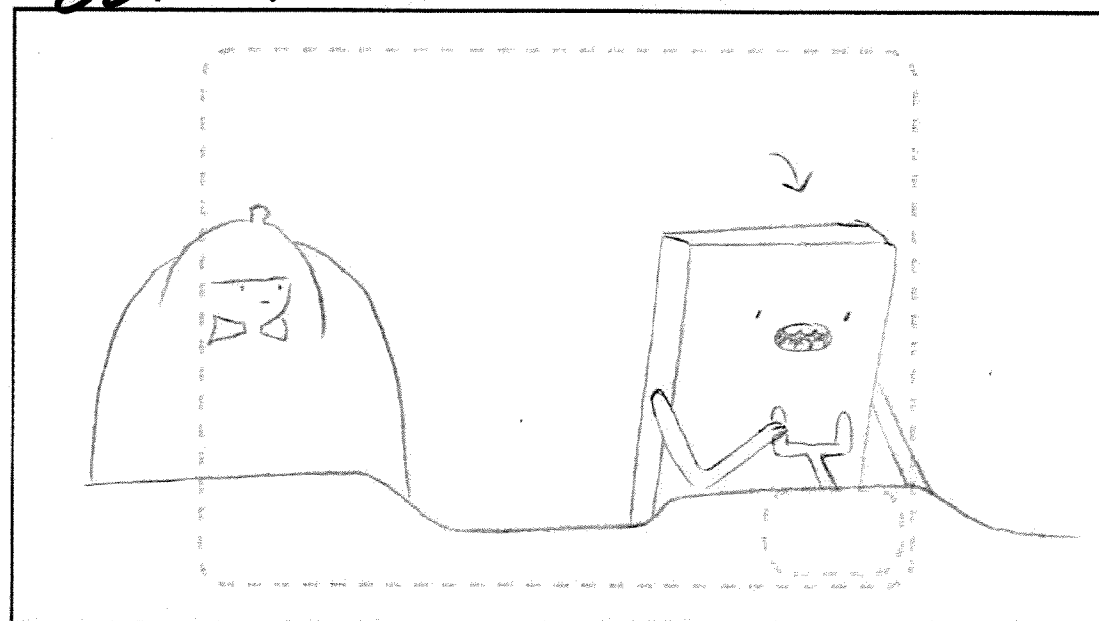
ADVENTURE TIME



Sc. *22 CONT* Pnl. *B* Bg. day night



Sc. *22 CONT* Pnl. *C* Bg. day night



Dialog:

James { machine noise }
w/ mouth

James - (Brrrrp Brrrrp)
SAX - (KEYBOARD clicks)

Action:

NOTE: JAMES IS MORE OF A NERDY DUDE
THAN MICHAEL WINSLOW, THE DUDE
FROM POLICE ACADEMY.

JUN 27 2013

Timing:

EPISODE #
1014/151

Production :

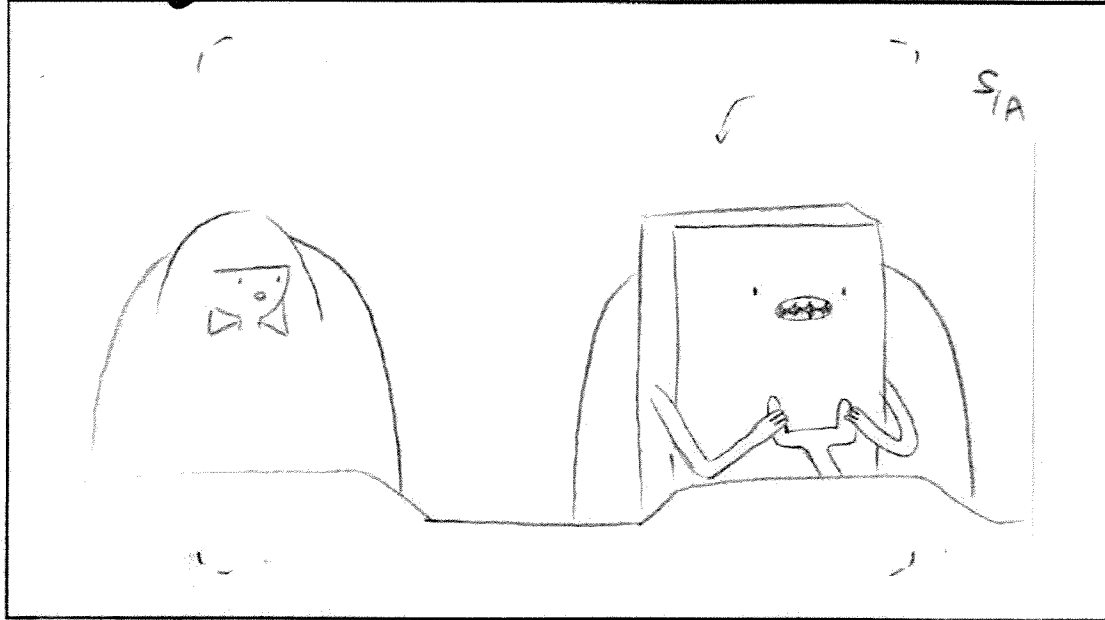
1014/151 1

ADVENTURE TIME

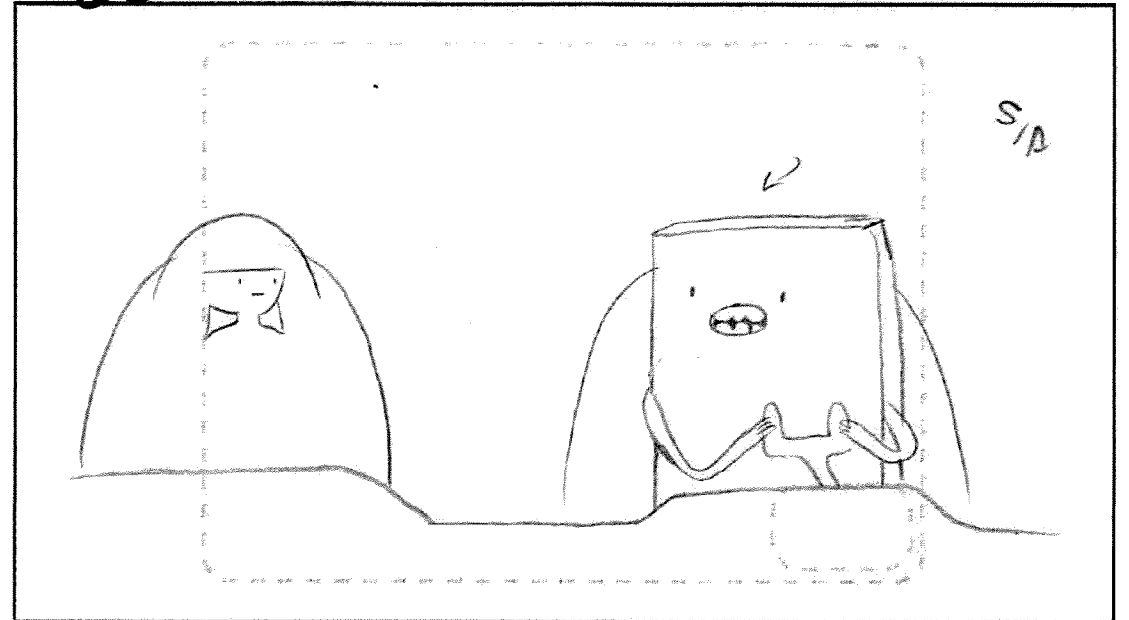


Page **28**

Sc. **22 cont** Pnl. **D** Bg. day night



Sc. **22 cont** Pnl. **E** Bg. day night



Dialog:	(J) {machine noise}	(J) {machine noise}
Action:	-James leans back	-JAMES TURNS HEAD
Timing:		

JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

1014/151

1014/151

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1014/151

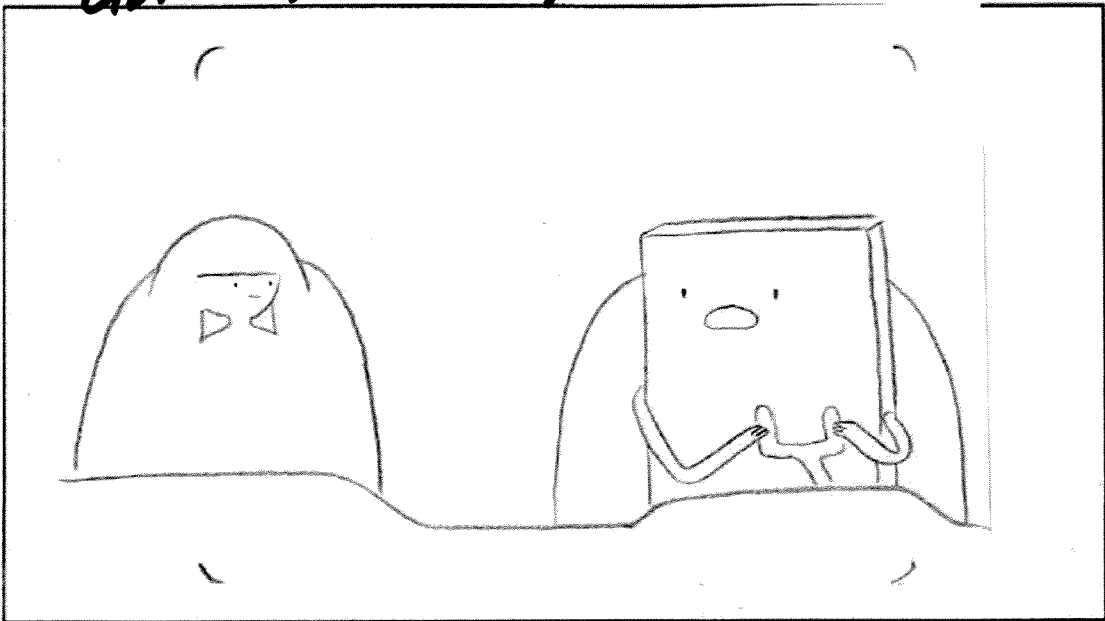
ADVENTURE TIME



Page 29

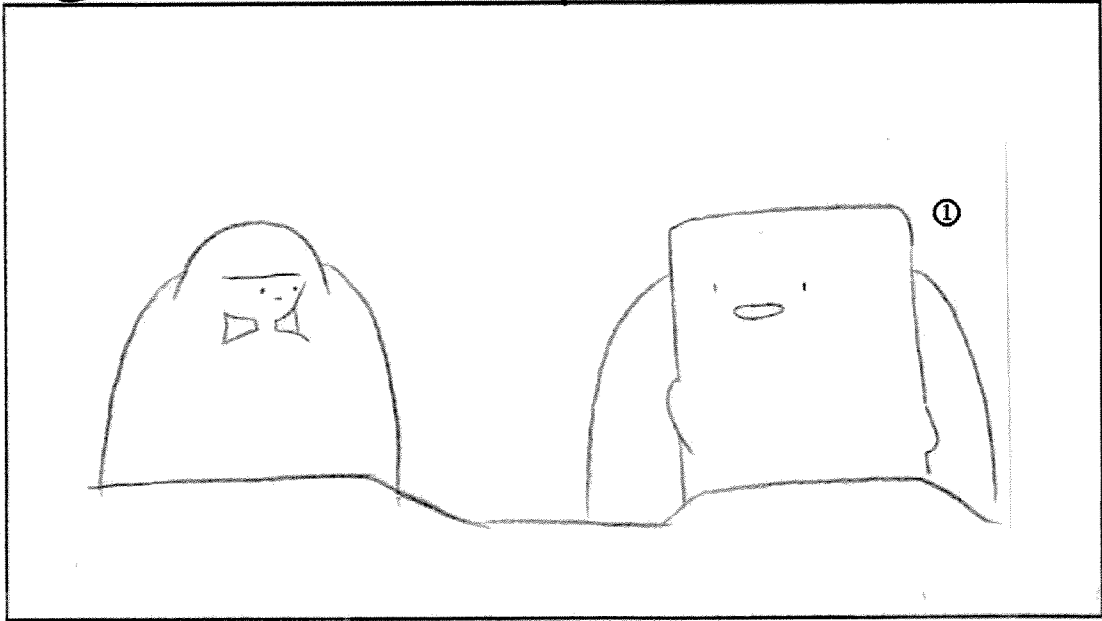
Sc. 22 CONT Pnl. F Bg.

day night



Sc. 22 CONT Pnl. G Bg.

day night



Dialog:

① WE HAVE A SURPLUS
OF FUEL.

② SO, AFTER WE COLLECT
SAMPLES, WE MAY EXPLORE.

Action:

Timing:

JUN 27 2013



EPISODE # 1014-151

1014/151

Production :

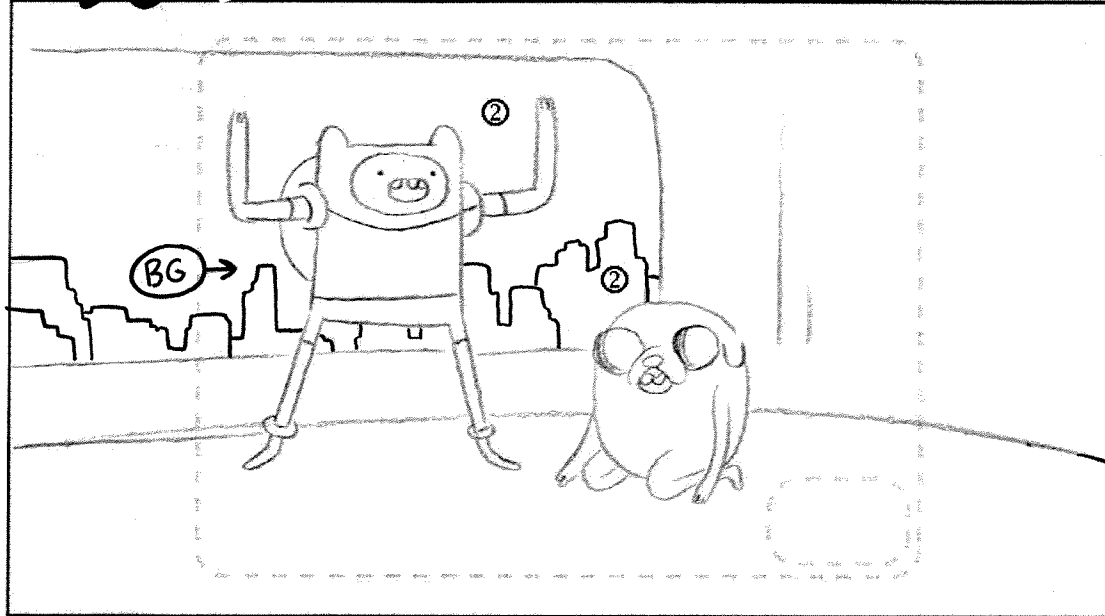
1014/151

ADVENTURE TIME

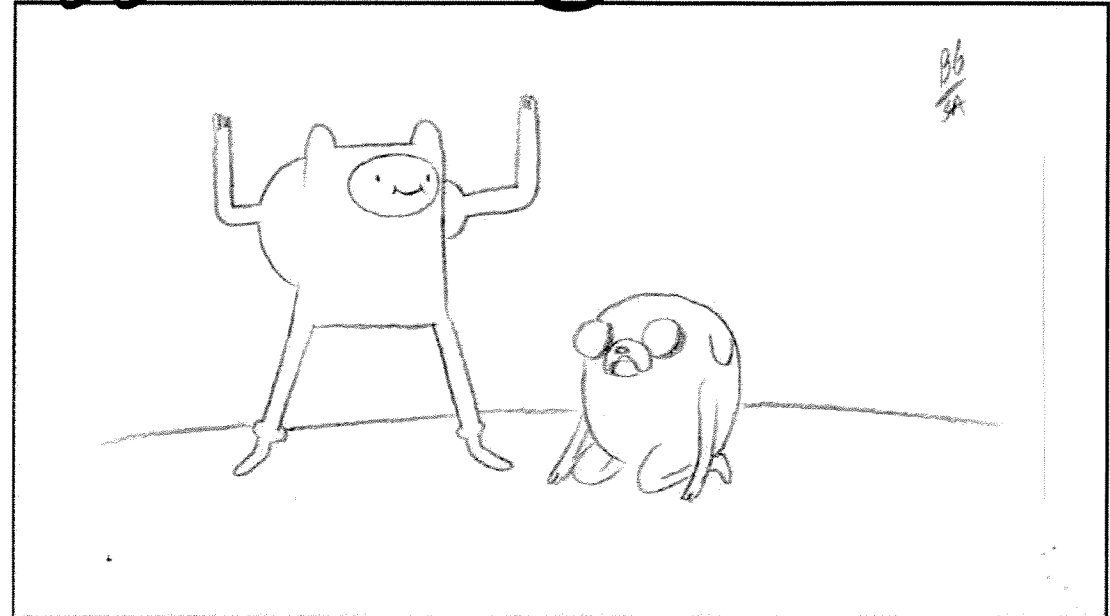


Page 30

Sc. 23 Pnl. A Bg. day night



Sc. 23 cont Pnl. B Bg. day night



<p>Dialog:</p> <p>(BOTH) : YEAAH!!!</p> <p>(J) I'm glad James is on this trip!</p>	
<p>Action:</p>	
<p>Timing:</p> <p>(1)</p> <p>(1)</p>	<p>JUN 27 2013</p>

1014-151

EPISODE #

1014/151

Production :

1014/151 1

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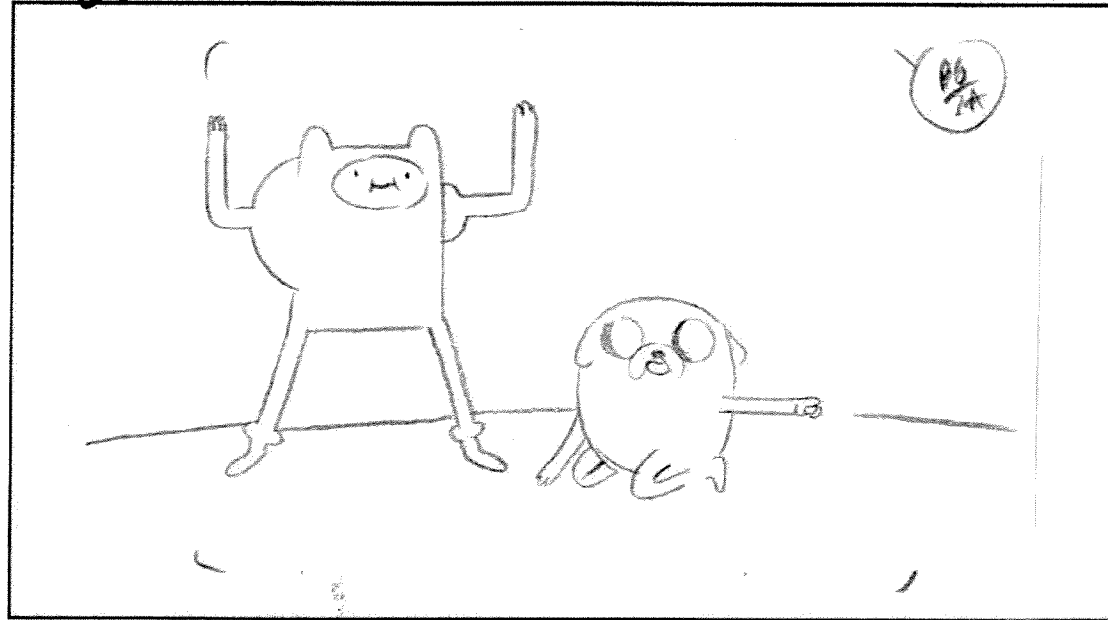
1014/151

ADVENTURE TIME

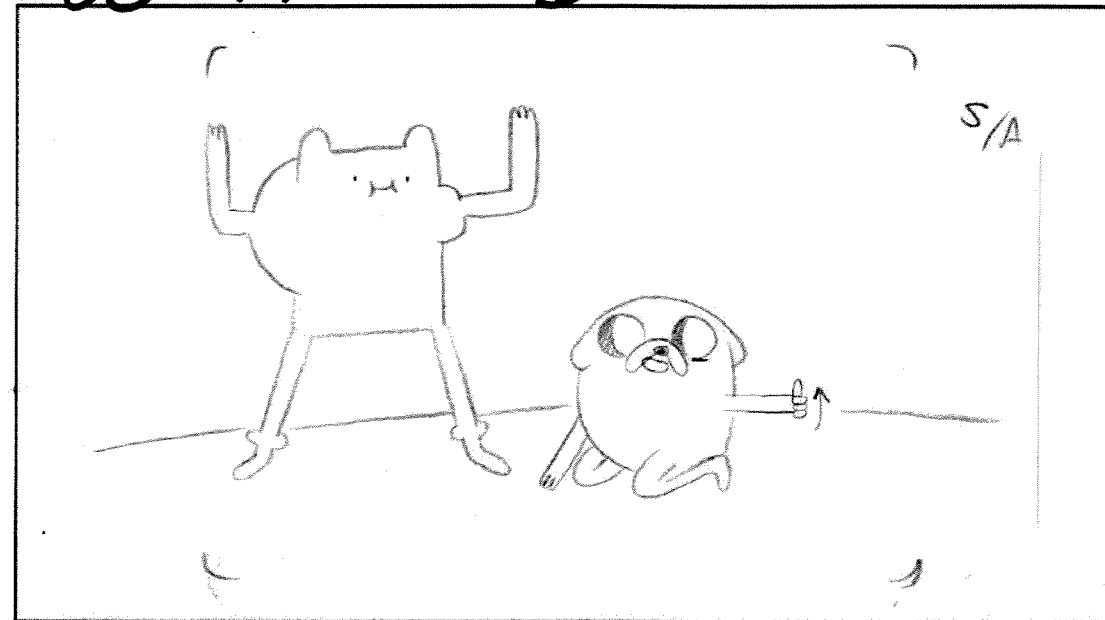


Page 31

Sc. 23 CONT Pnl. C Bg. day night



Sc. 23 CONT Pnl. D Bg. day night



Dialog:	(J) HEY JAMES --	(J) THUMBS UP, BUDDY
Action:		
Timing:		

JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

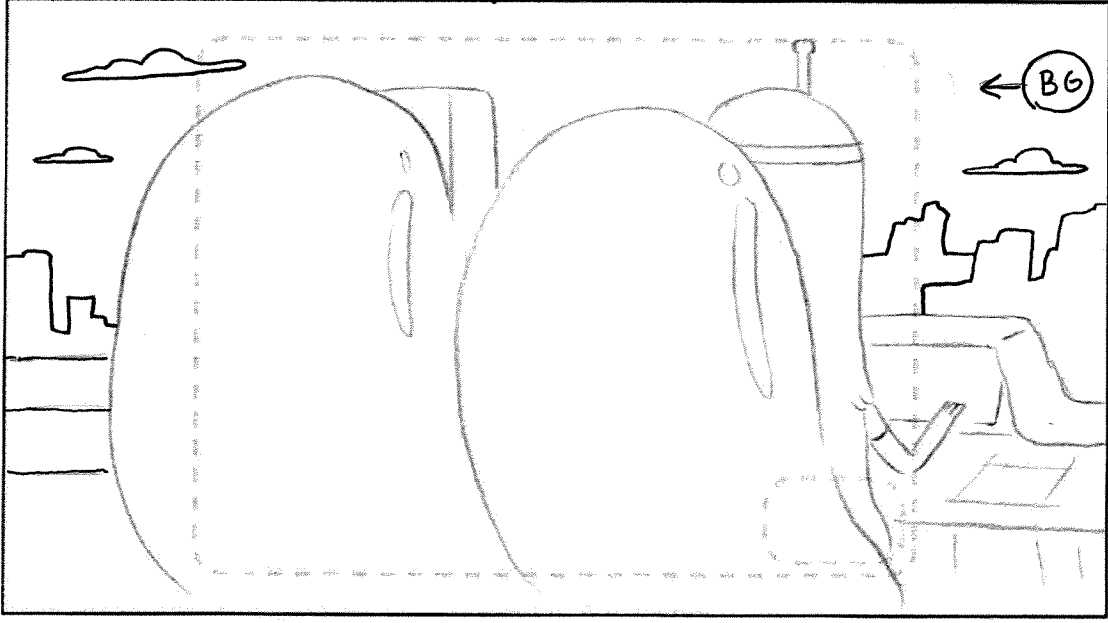
1014/151 1

ADVENTURE TIME

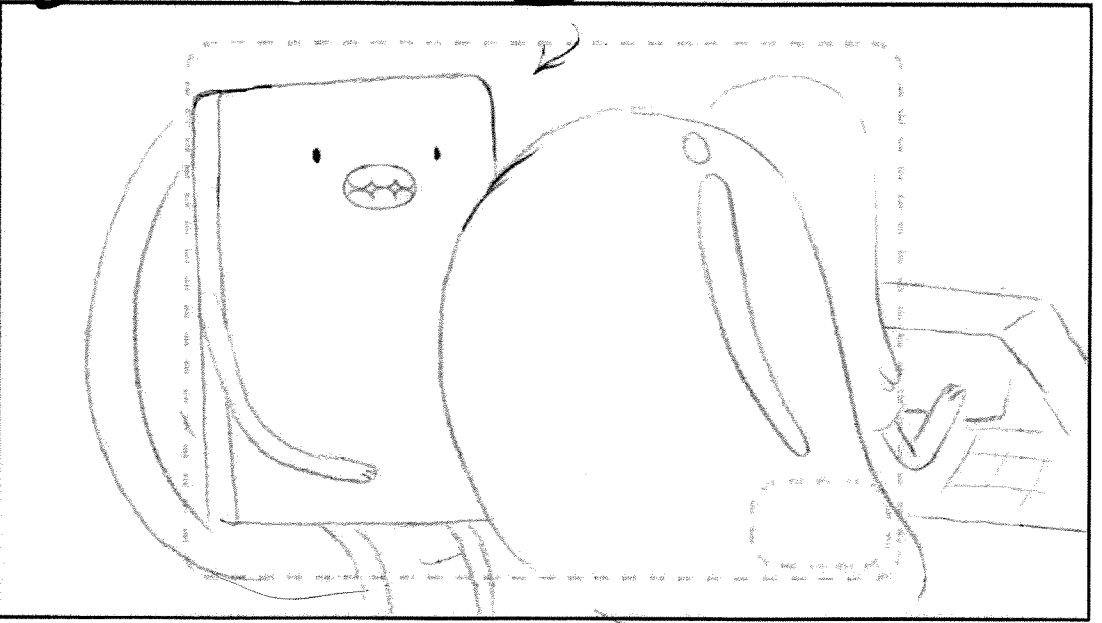


Page **32**

Sc. **24** Pnl. **A** Bg. day night



Sc. **24 CONT** Pnl. **B** Bg. day night



Dialog:	<p>JAMES : [machine noise]</p>
Action:	<p>- JAMES ROTATES IN CHAIR</p>
Timing:	<p>JUN 27 2013</p>

1014/151

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1014/151

Production :

1014/151

1014/151

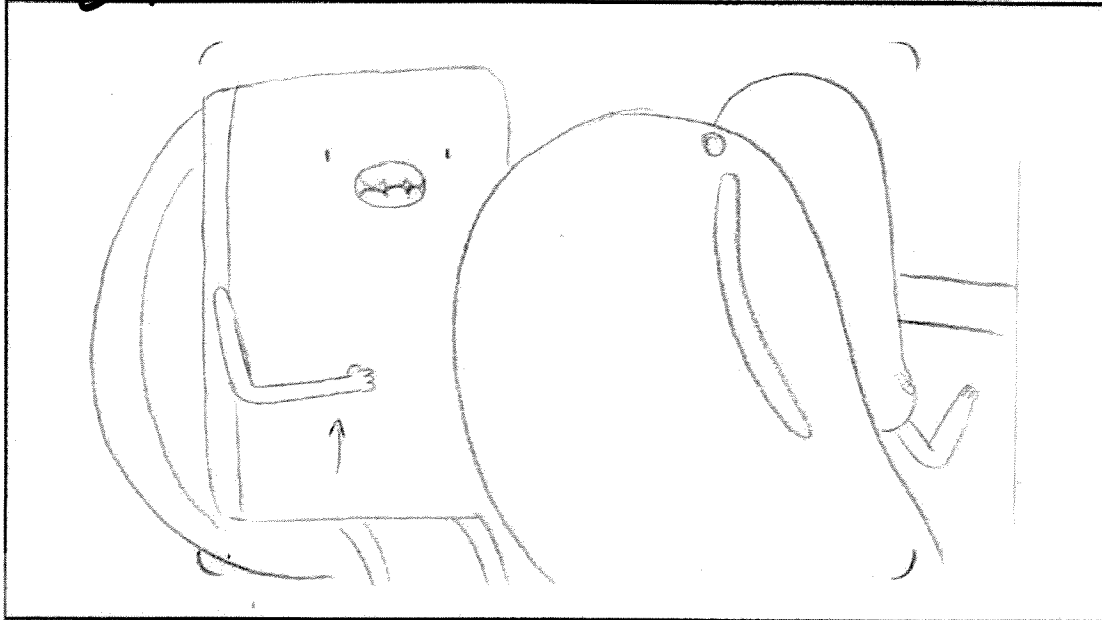
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ADVENTURE TIME

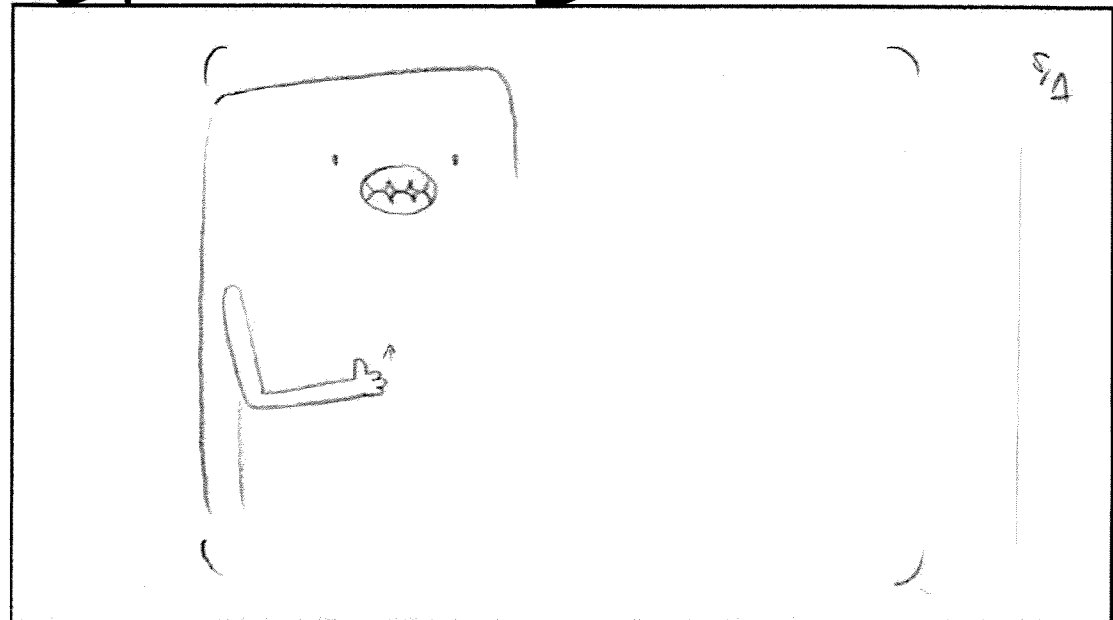


Page 33

Sc. 24 CONT Pnl. C Bg. day night



Sc. 24 CONT Pnl. D Bg. day night



Dialog:

JAMES (MACHINE NOISE)

Action:

- J RAISES ARM

Timing:

JAMES (MACHINE NOISE)
(SLOW)

- J GIVES THUMBS UP, SLOWLY

JUN 27 2013

EPISODE #

Production :

1014-151

1014/151

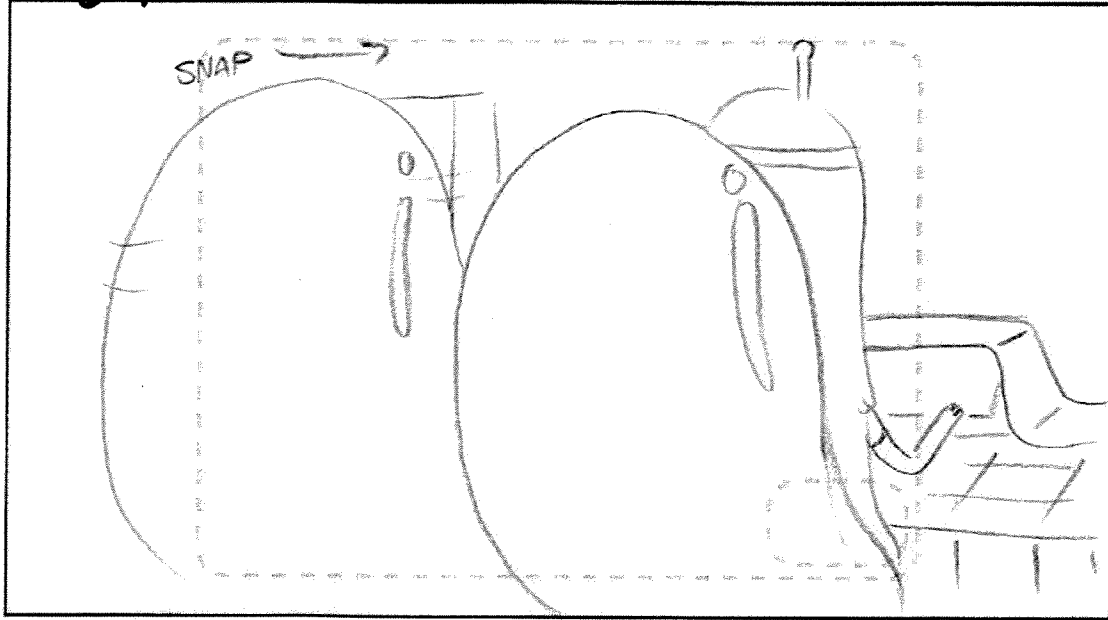
1014/151

ADVENTURE TIME

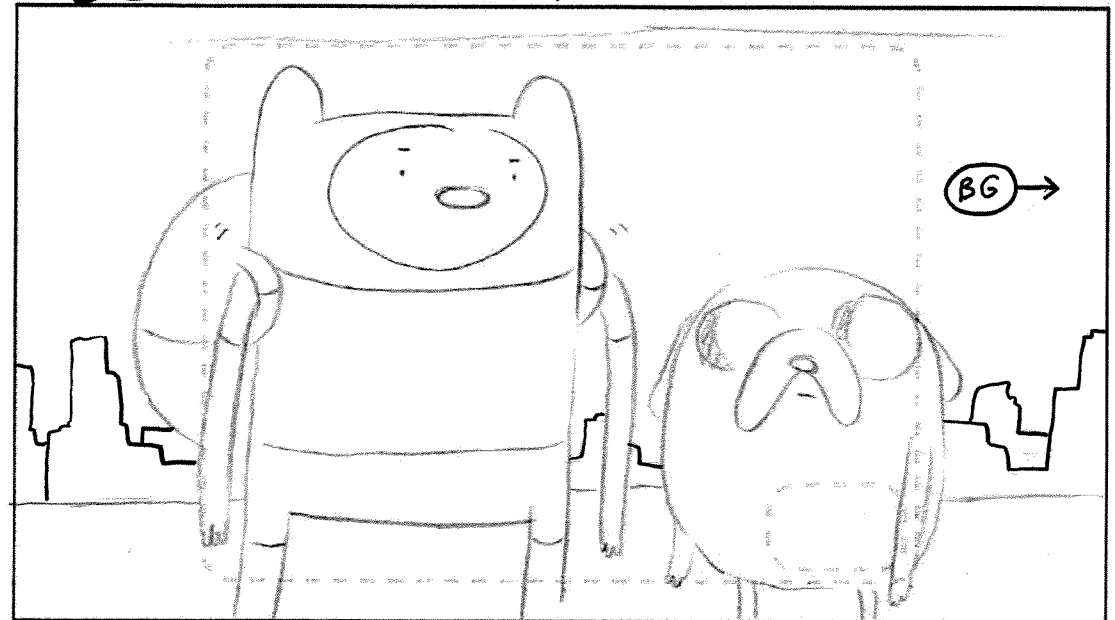


Page 34
day night

Sc. 24 CONT Pnl. E Bg. day night



Sc. 25 Pnl. A Bg. day night



Dialog:	<u>J</u> (quick machine noise)	<u>F</u> HEH...
Action:	- J. ROTATES IN CHAIR QUICKLY,	FINNS Shoulders bounce once...
Timing:		

JUN 27 2013

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1014/151

Production :

1014/151

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ADVENTURE TIME



Page 35

Sc.

25 cont Pnl. B

Bg.

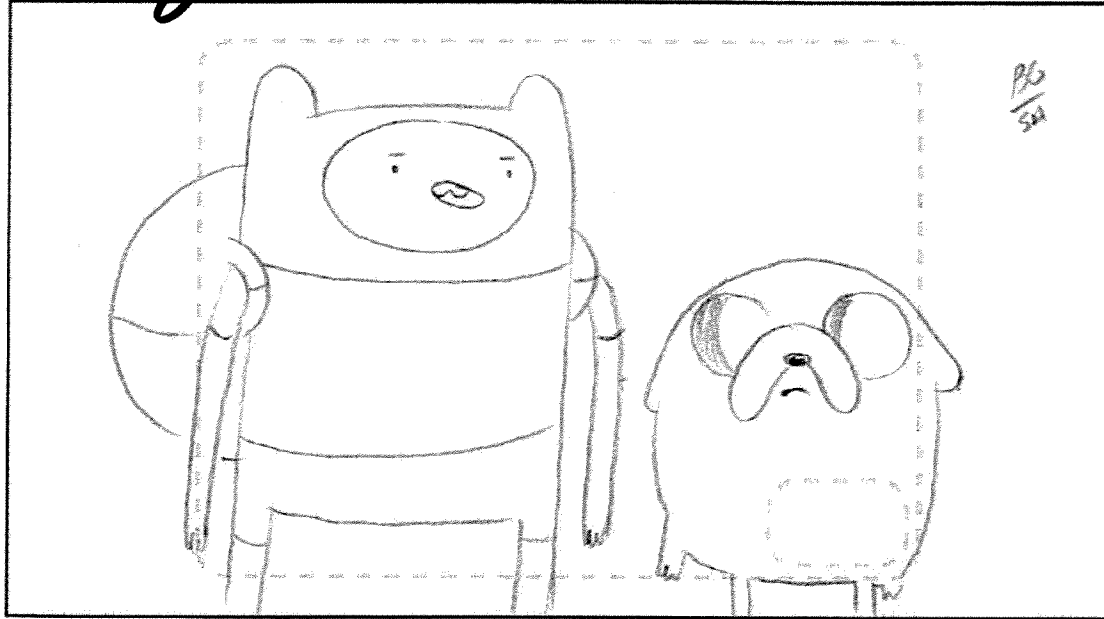
day night

Sc.

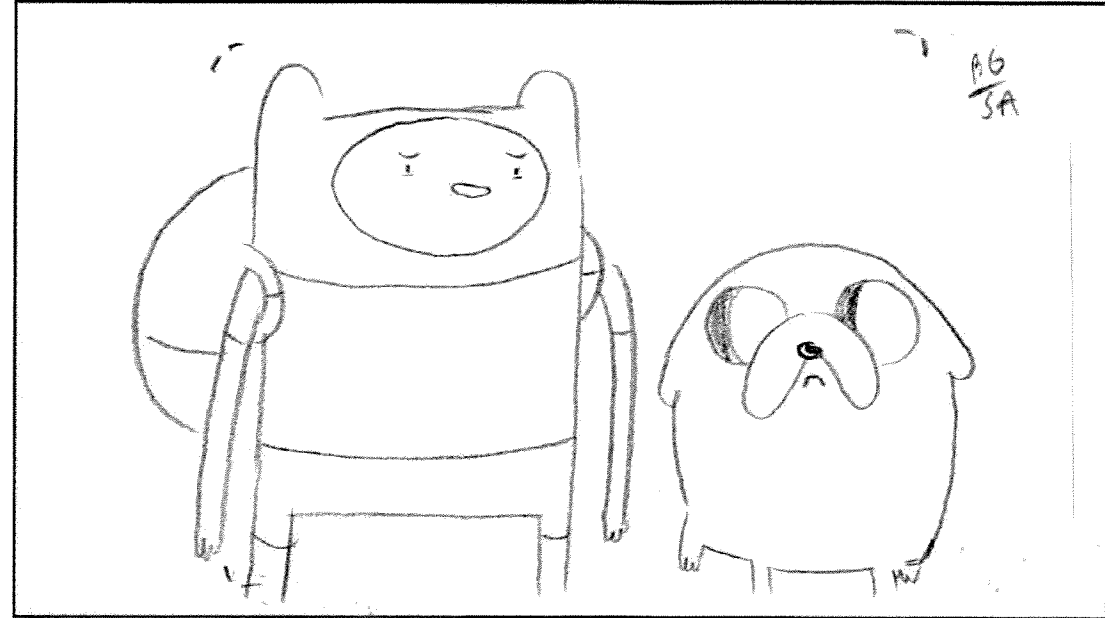
25 cont Pnl. C

Bg.

day night



PG
SA



PG
SA

Dialog:

(F) DUDE... JAMES IS
KINDA...

(F) Goofy...

Action:

Timing:

JUN 27 2013

EPISODE #

1014-151

1014/151

Production :

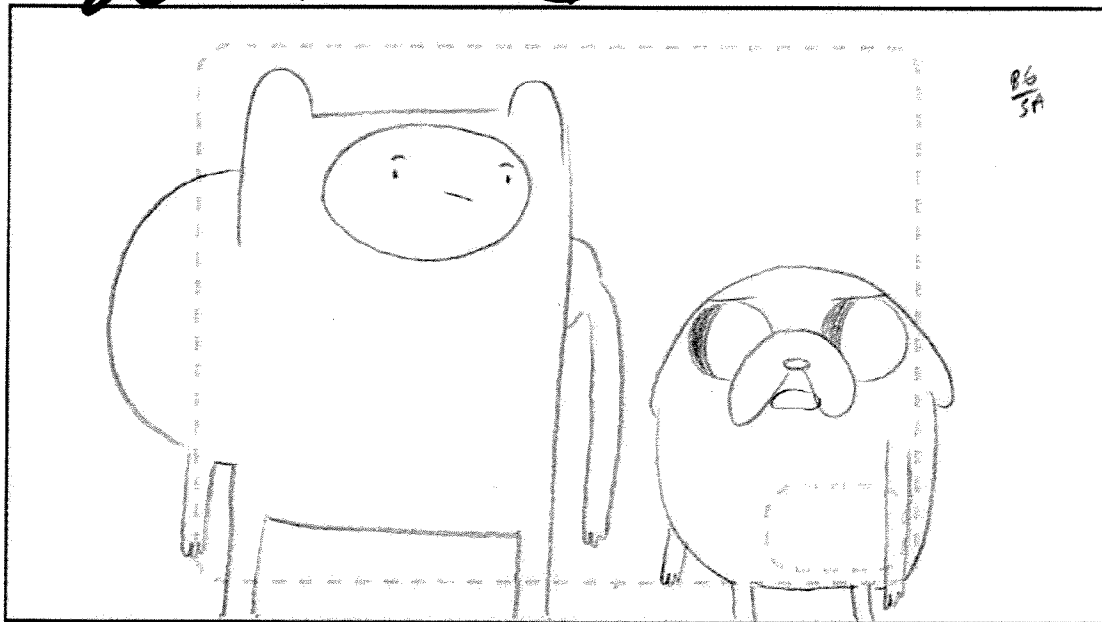
1014/151

ADVENTURE TIME

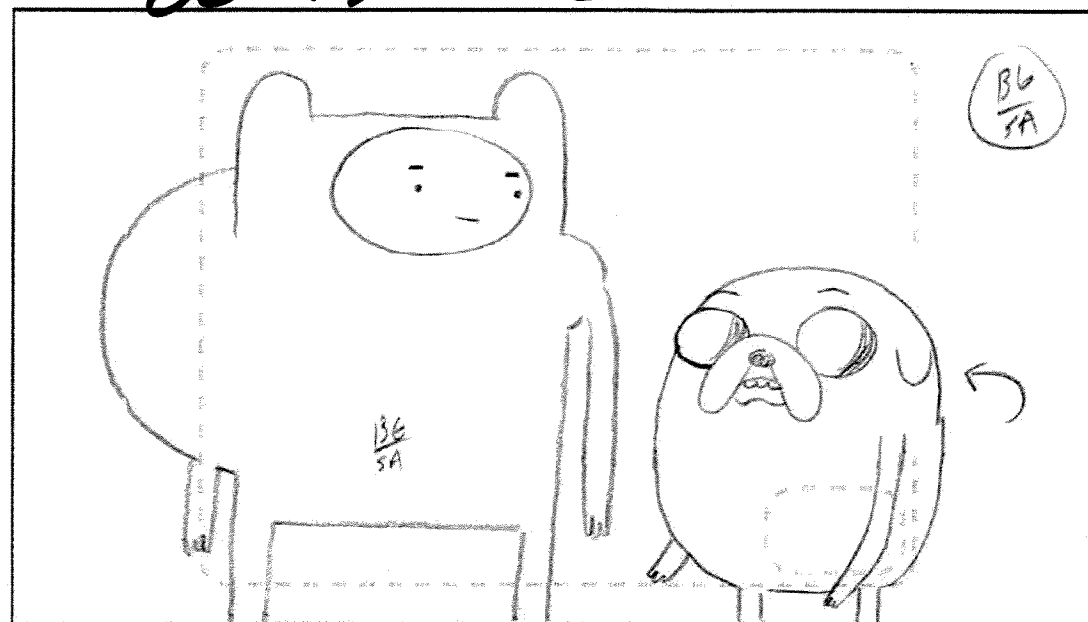


Page **36**

Sc. **25 CONT** Pnl. **D** Bg. day night



Sc. **25 CONT** Pnl. **E** Bg. day night



Dialog:

⑤ Wansn't gonna say anything... but yeah...

Action:

Timing:

⑤ MAYbe when we get to know him better h// he charming...

JUN 27 2013

Production :

EPISODE #

1014-151

1014/151

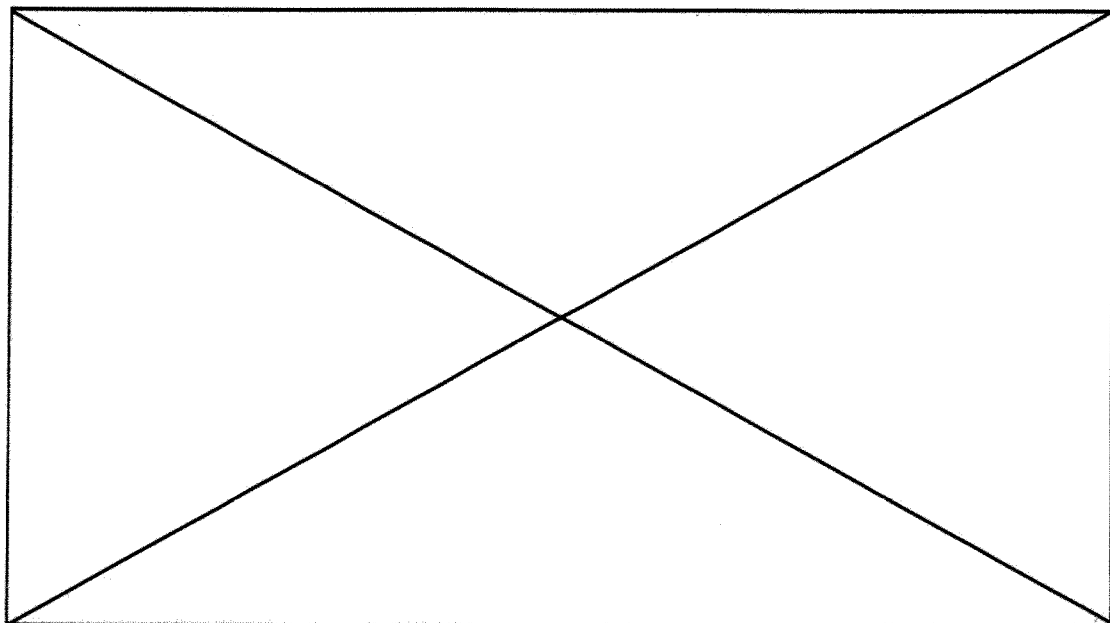
1014/151

ADVENTURE TIME

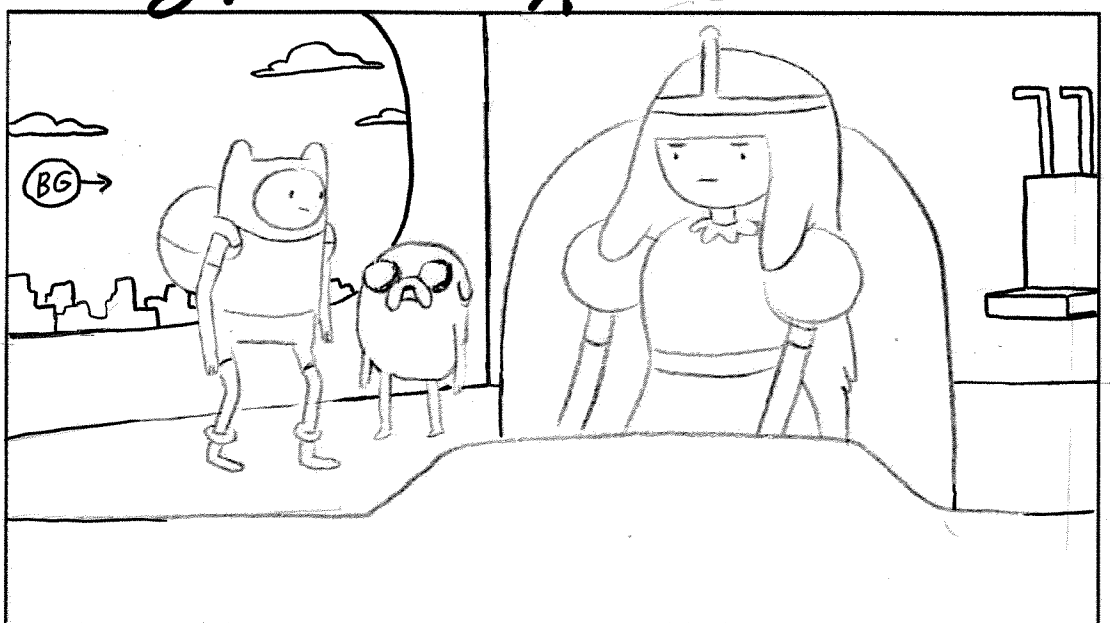


Page **37**

Sc. Pnl. Bg. day night



Sc. **26** Pnl. **A** Bg. day night



Dialog:	<p><u>SFX</u> (alarm) BEEP BEEP BEEP</p>
Action:	
Timing:	<p>JUN 27 2013</p>

EPISODE # 1014-151
1014/151
Production :

1014/151

1014/151

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ADVENTURE TIME



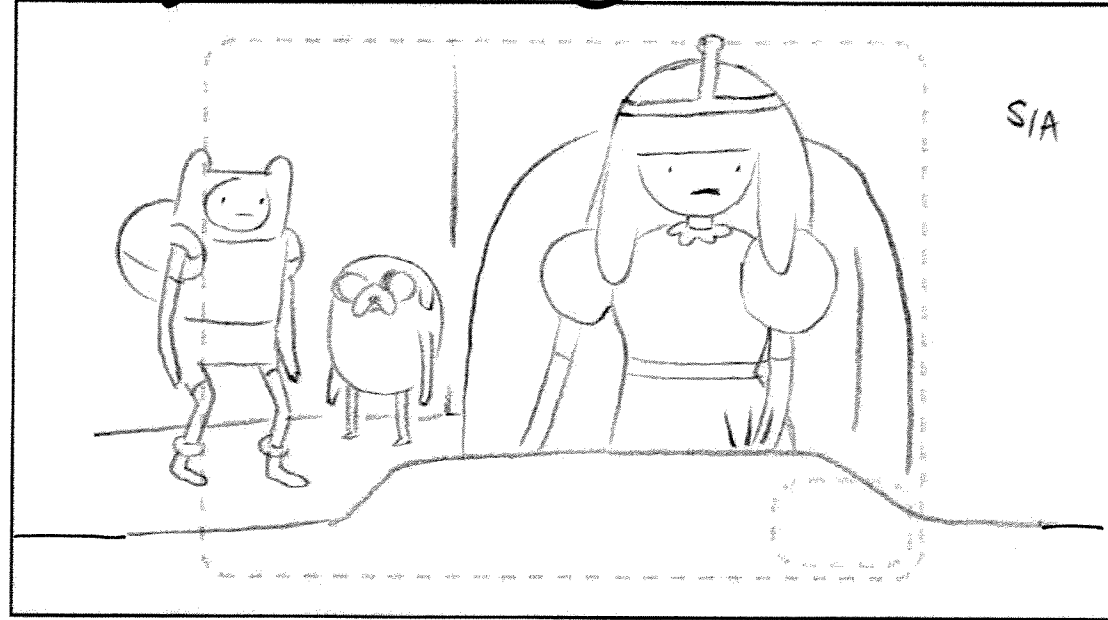
Sc.

26 cont Pnl.

B

Bg.

day night

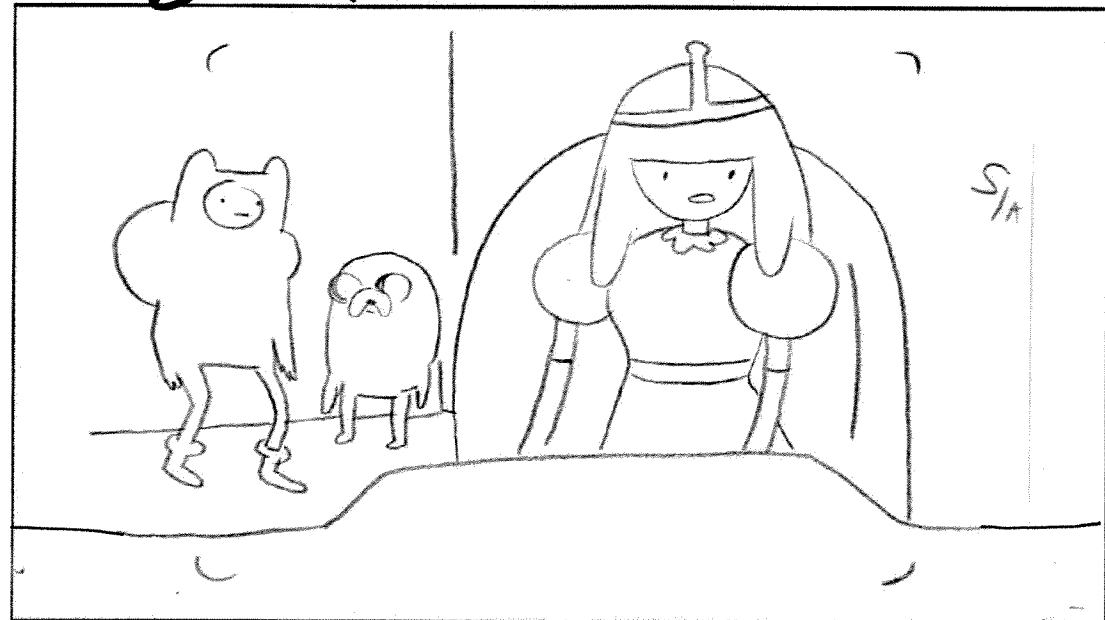


Sc.

26 cont Pnl.

C

Bg.



Page

38
38A NEXT
day night

Dialog:

SFX - DEEP BEEP
DEEP.

(PB) JAMES, slow down,
we're here.

Action:

- THEY LOOK AT
FLASHING LIGHT

Timing:

JUN 27 2013

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1014/151 1014-151

Production :

1014/151

ADVENTURE TIME



Page 38A

39 NEXT
day night

Sc. 27

Pnl. A

Bg.

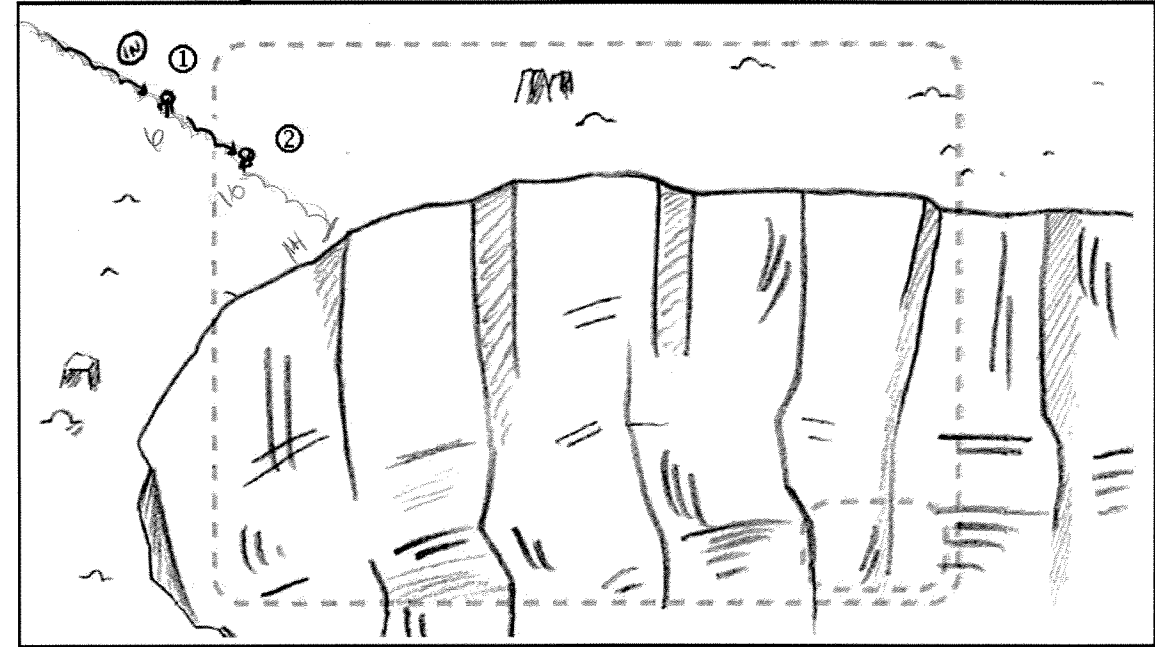
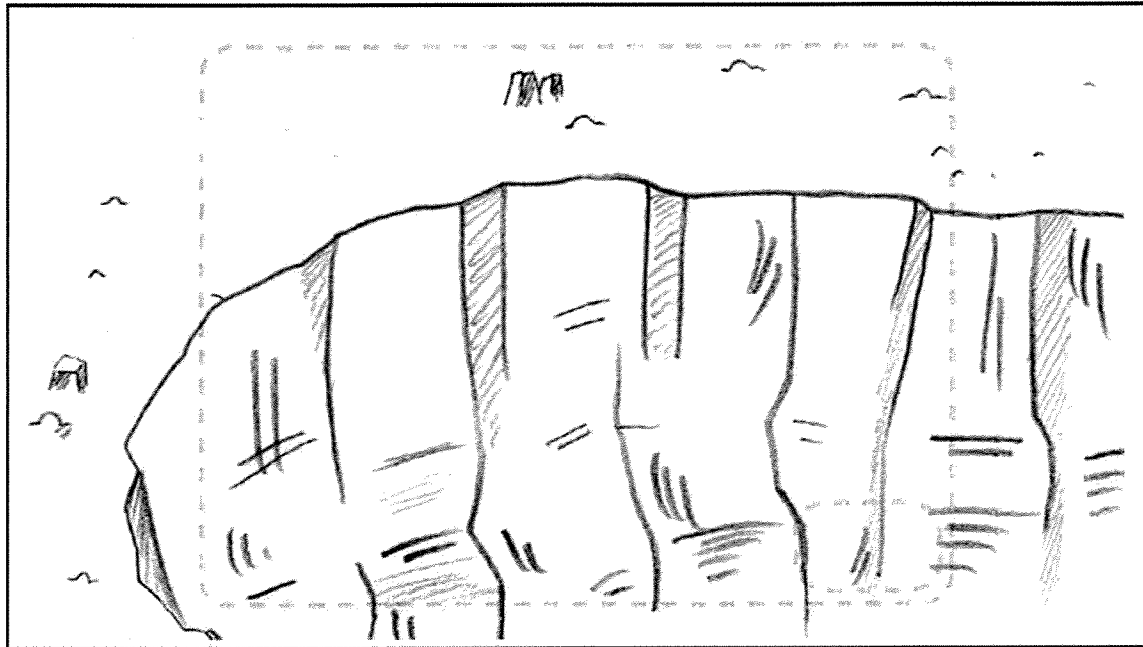
day night

Sc. 27

CONT

Pnl. B

Bg.



Dialog:
Action:
Timing:

JUN 27 2013

1014/151

EPISODE # 1014-151

1014/151

Production :

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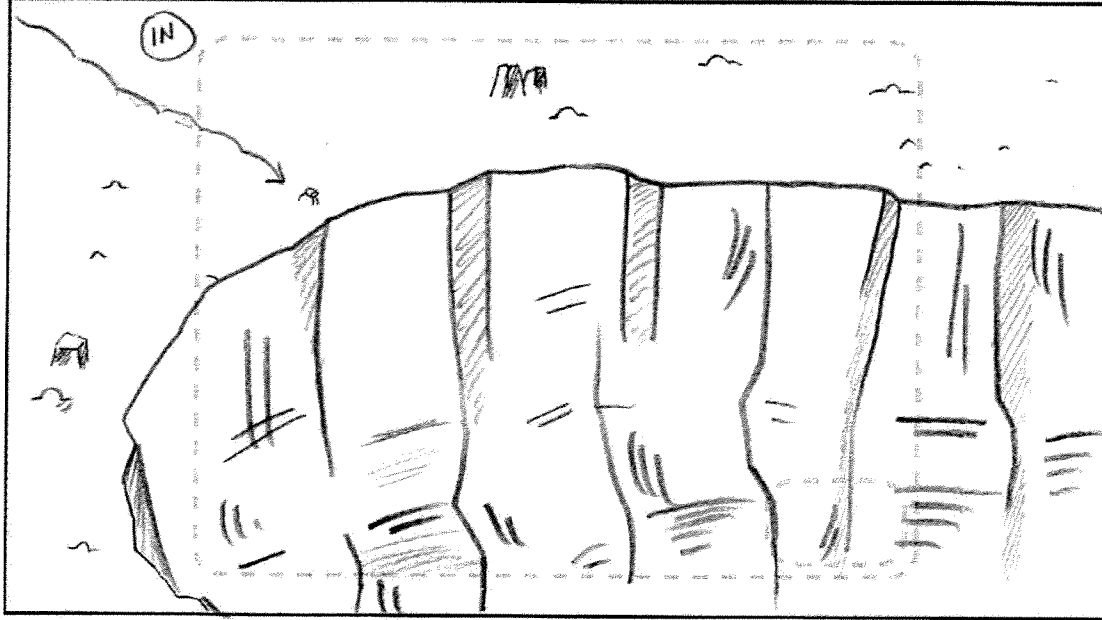
1014/151

ADVENTURE TIME

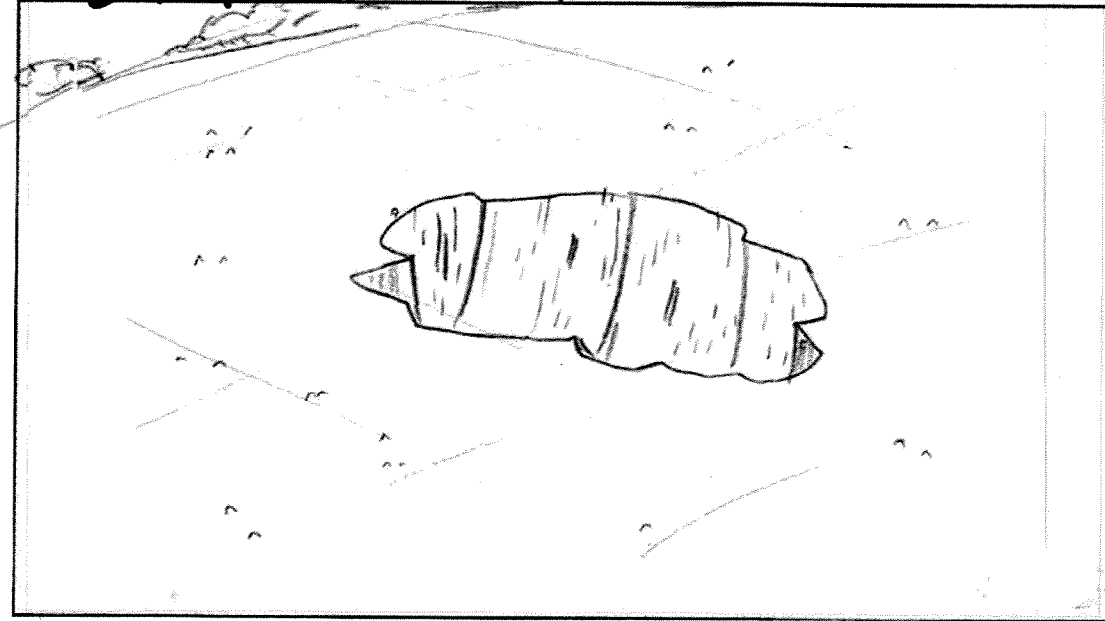


Page **39**

Sc. **27 CONT** Pnl. C Bg. day night



Sc. **27A** Pnl. **A** Bg. day night



Dialog:	
Action:	- crawler walks into shot to crater. (HUGE HOLE)
Timing:	JUN 27 2015

EPISODE # 1014-151

1014/151

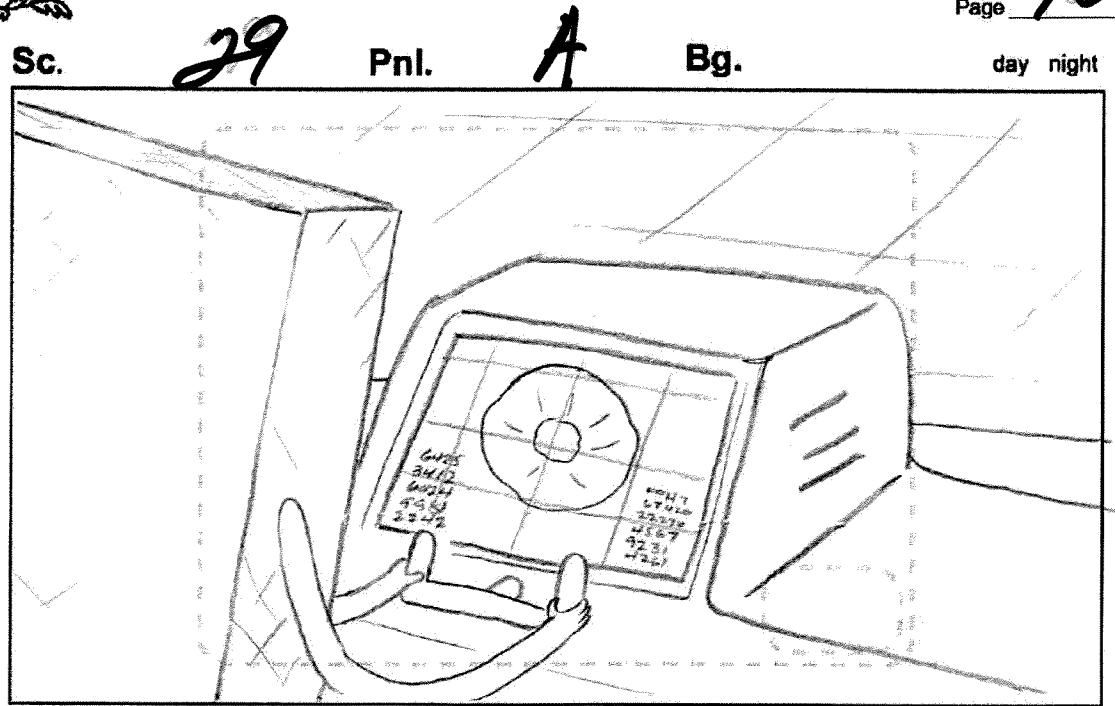
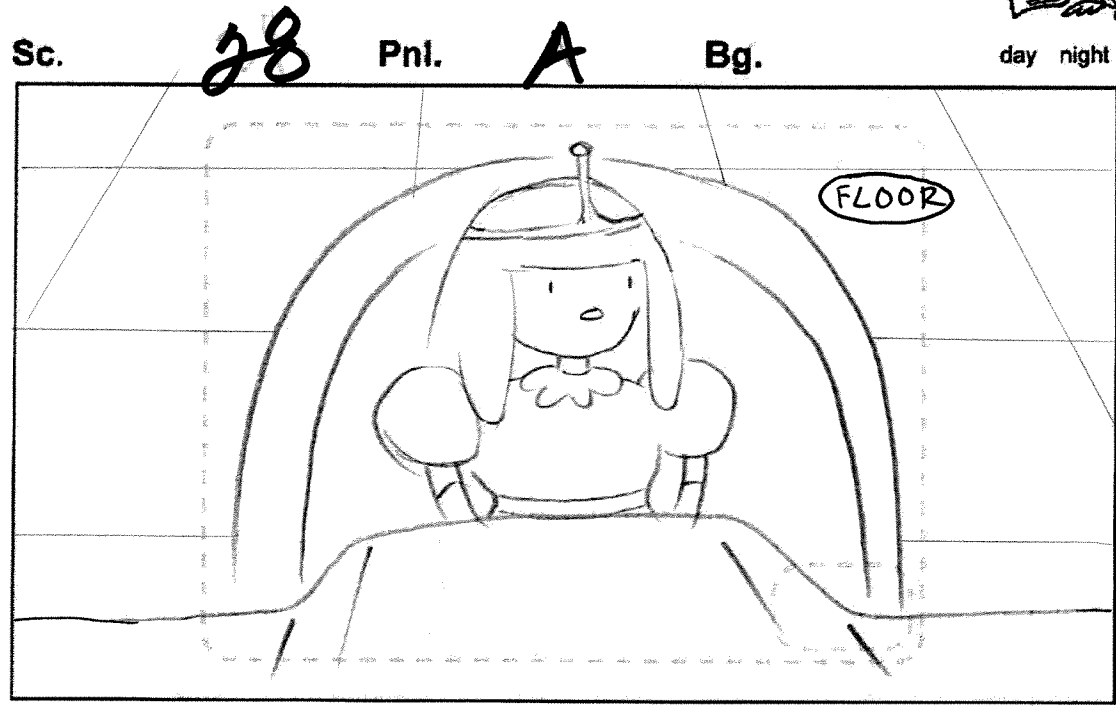
Production :

1014/151

1014/151

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ADVENTURE TIME



Dialog:	(PB) Atmospheric reading	James/ I'm registering mondo mega rads down there.
Action:	JUN 27 2013	
Timing:		

1014-151
1014/151
EPISODE #
Production :

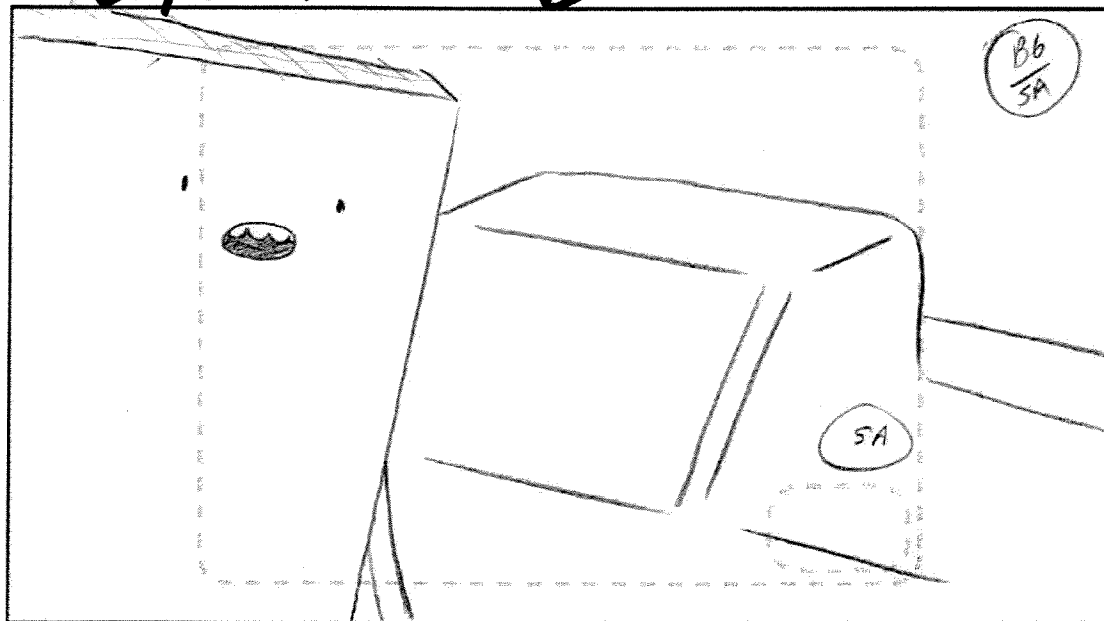
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ADVENTURE TIME

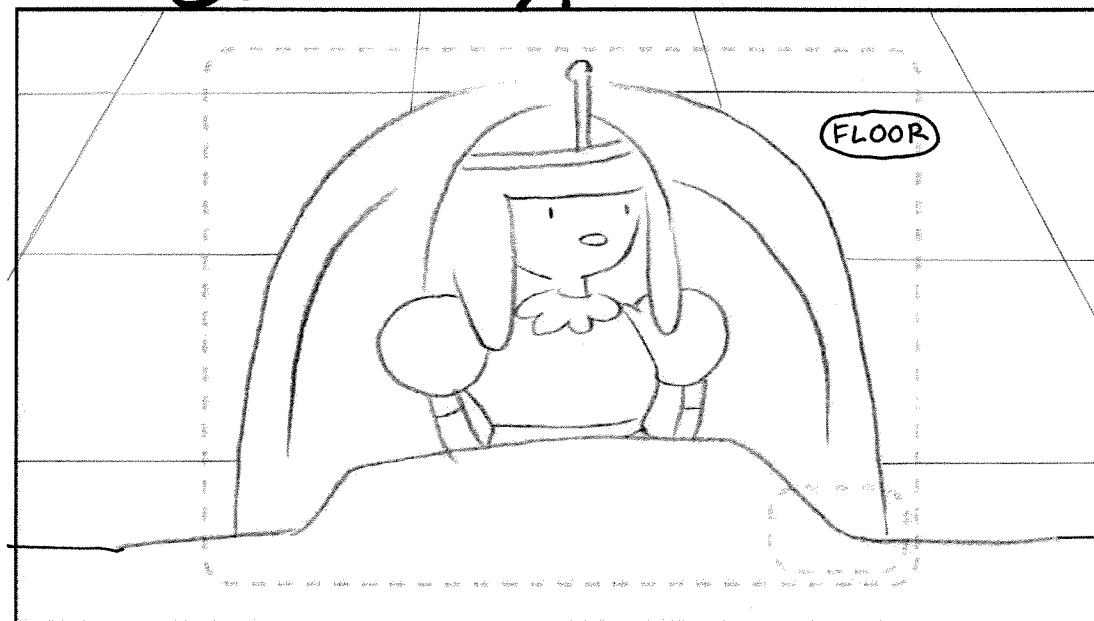


Page **41**

Sc. **29 cont** Pnl. **B** Bg. day night



Sc. **30** Pnl. **A** Bg. day night



Dialog:	
JAMES	I'm ready the radiation suits upon landing.
	PB EXCELLENT. TAKE US DOWN.
Action:	
JUN 27 2013	
Timing:	

EPISODE # 1014-151
1014/151

Production :

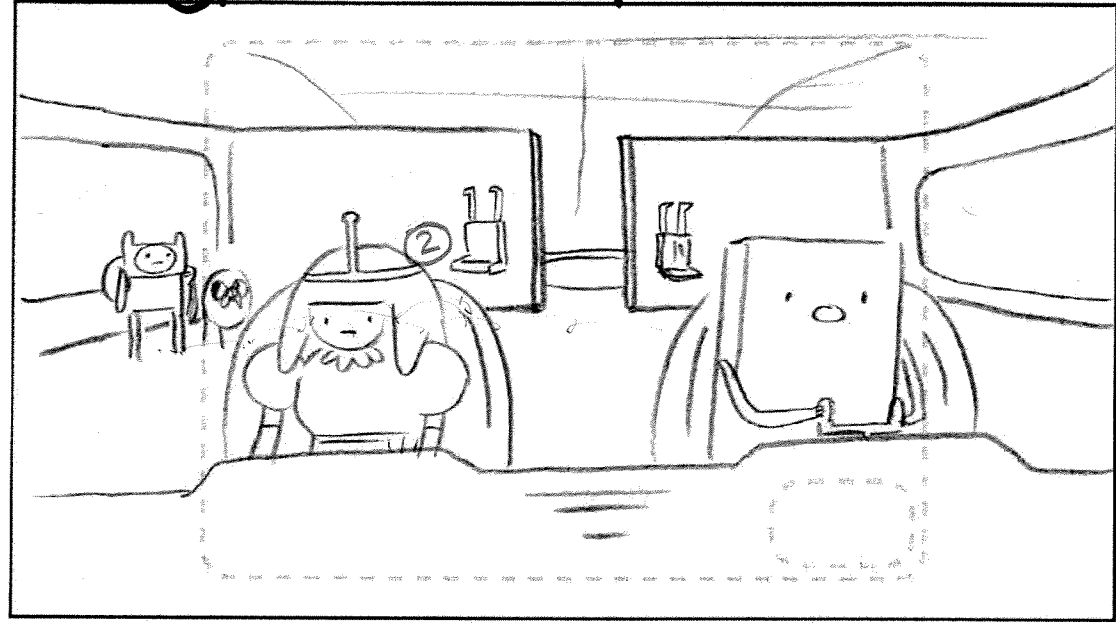
1014/151

ADVENTURE TIME

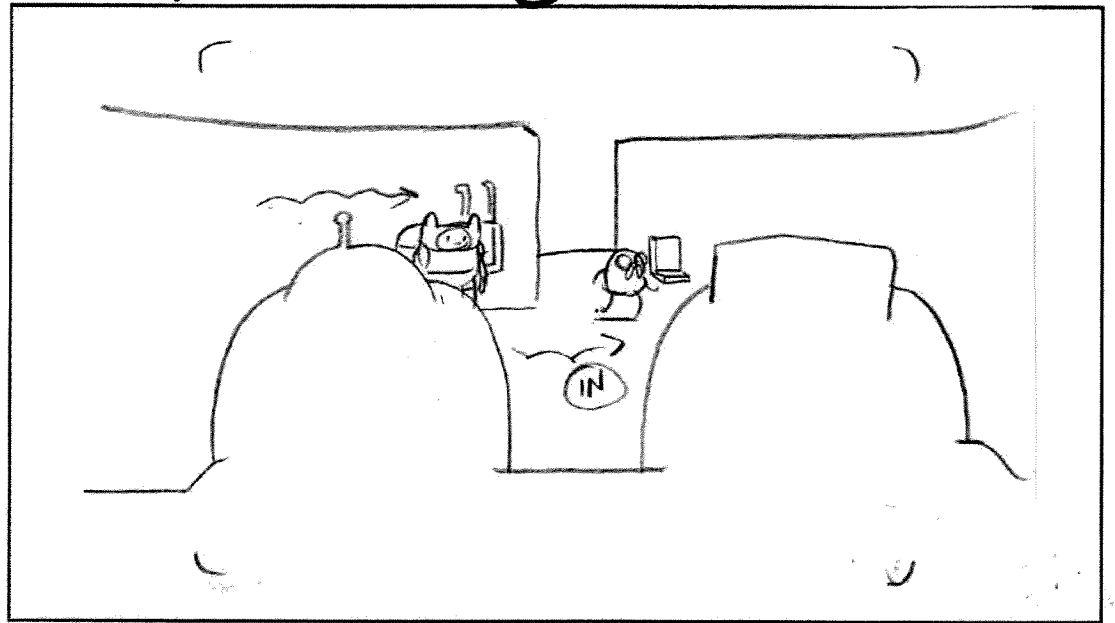


Page 42

Sc. 31 Pnl. A Bg. day night



Sc. 3/CONT Pnl. B Bg. day night



Dialog:	SFX (BUZZER) JAMES - HOLD ON TO YOUR SACK LUNCH.
Action:	THEY RUN OVER TO RUMBLE SEATS JUN 27 2013
Timing:	

EPISODE # 1014/151
1014-151
Production :

1014/151

1014/151

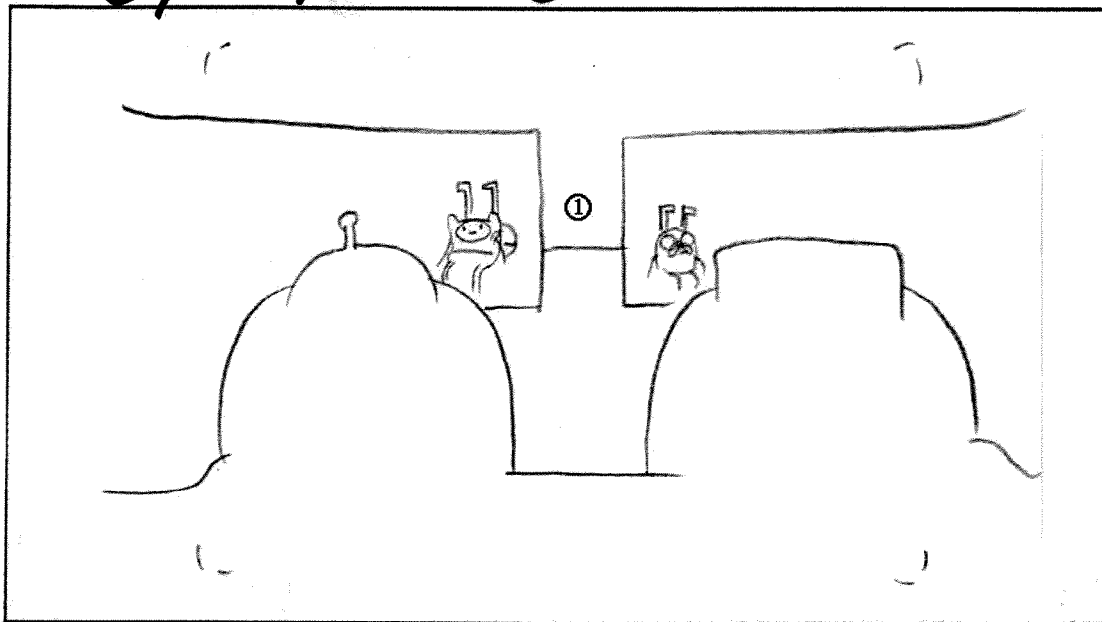
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ADVENTURE TIME

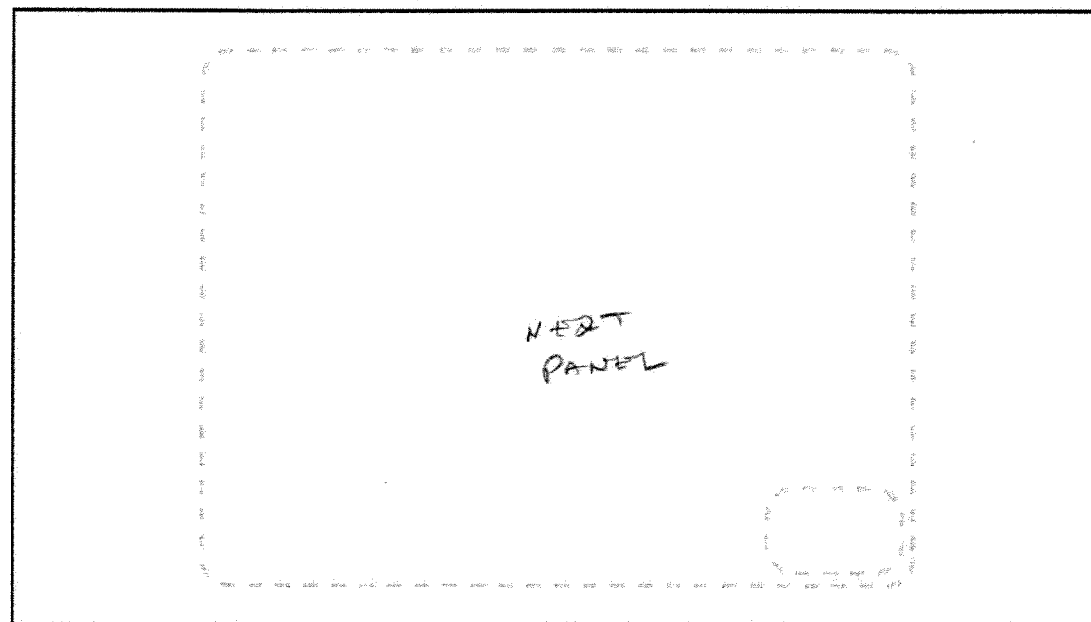


Page **43**

Sc. **3/CONT** Pnl. **C** Bg. day night



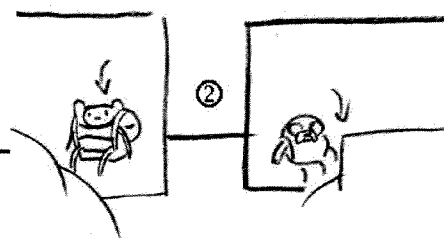
Sc. Pnl. Bg. day night



Dialog:

Action:

① ②



SEAT BELTS
CLAMP DOWN-

JUN 27 2013

Timing:

EPISODE #
1014-151

1014/151

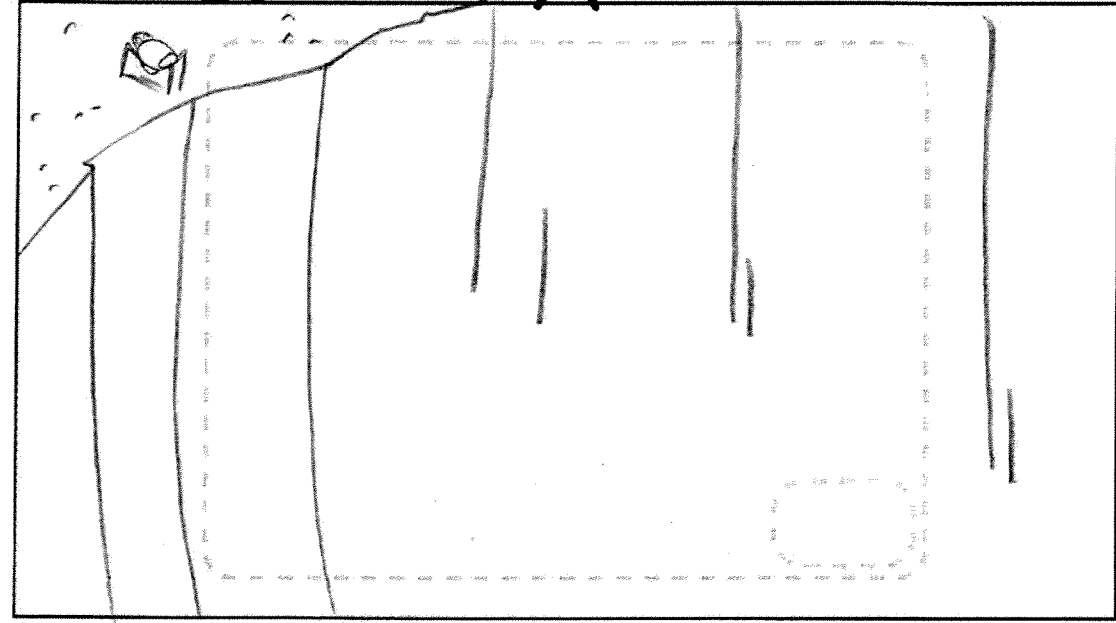
Production :

1014/151

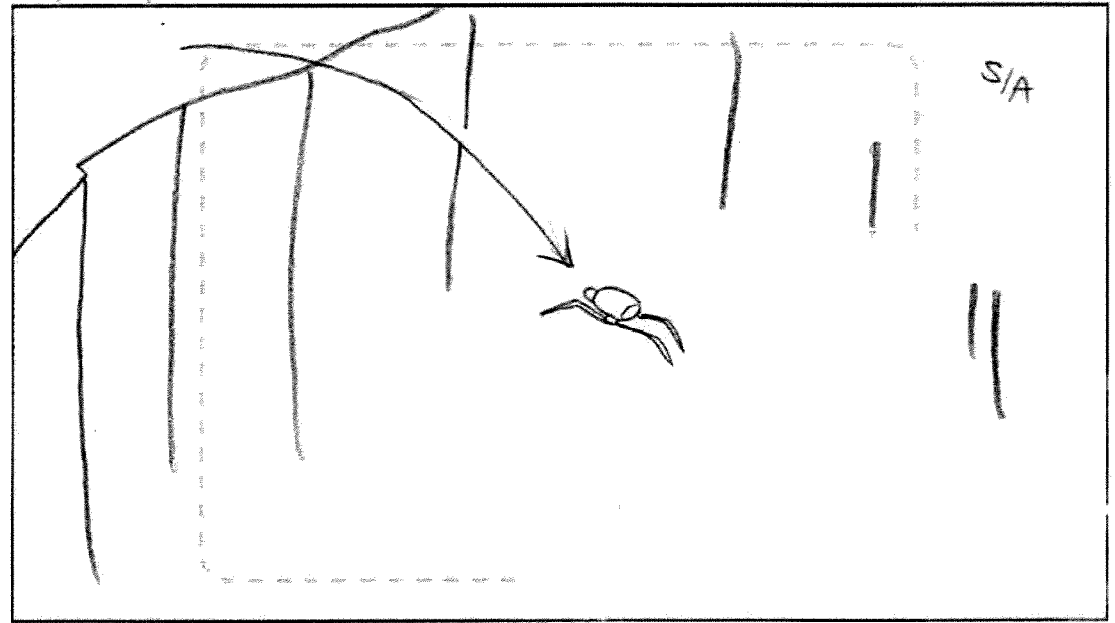
ADVENTURE TIME



Sc. 32 Pnl. A Bg. day night



Sc. 32 CONT Pnl. B Bg. day night



Dialog:
Action:
Timing:

JUN 27 2013

EPISODE # 1014-151
1014/151

Production :

1014/151

ADVENTURE TIME



Page

45

Sc.

32 CONT

Pnl.

C

Bg.

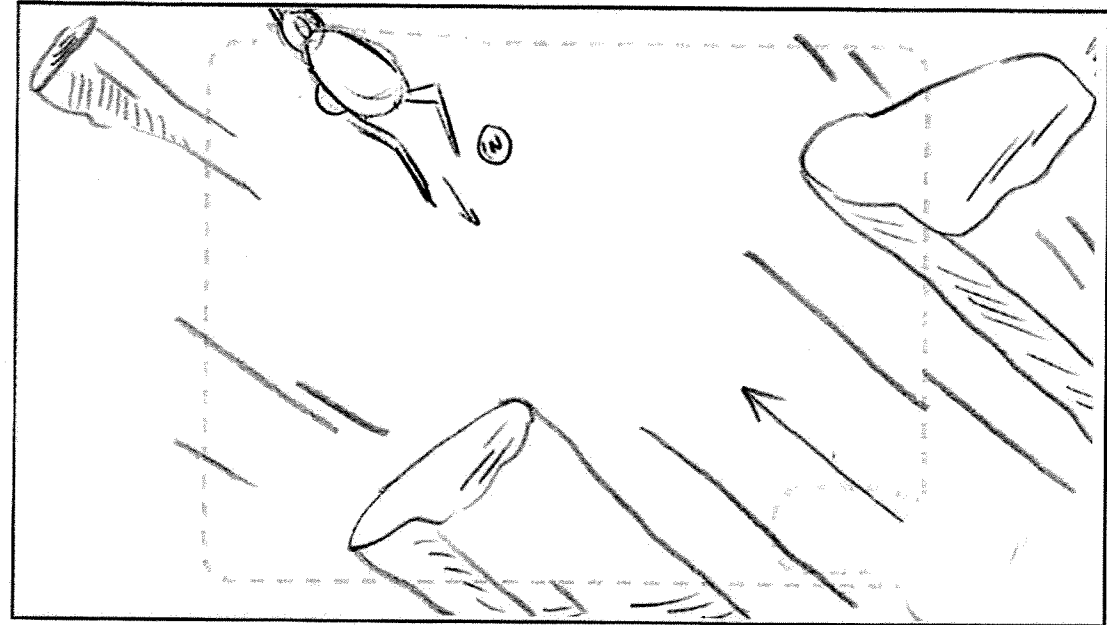
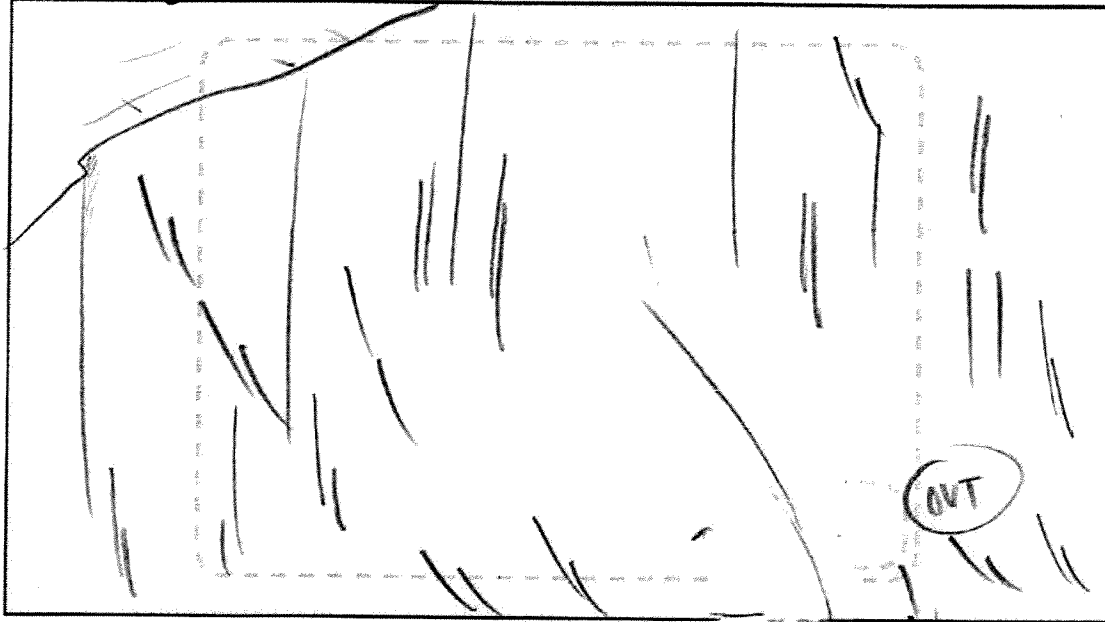
day night

Sc. 33

Pnl. A

Bg.

day night



Dialog:

Action:

- SHIP FALLS OFF/S.

JUN 27 2015

Timing:

EPISODE #

1014-151

1014/151

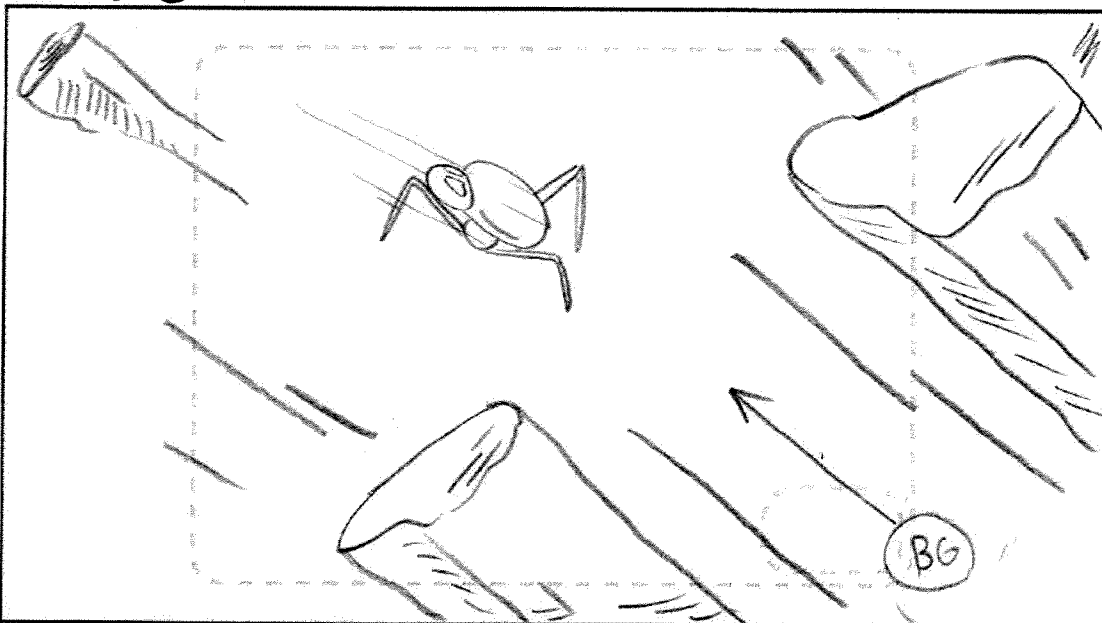
Production :

1014/151

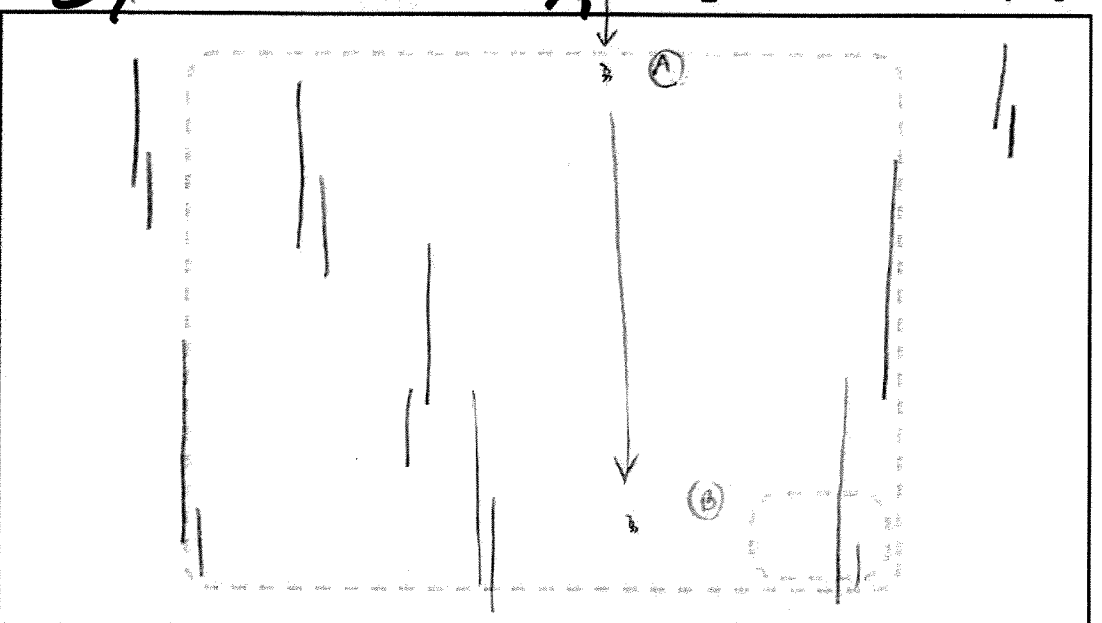
ADVENTURE TIME



Sc. 33 cont Pnl. B Bg. day night



Sc. 34 Pnl. A Bg. day night



Dialog:	
Action:	- CAMERA PANS AS SHIP FALLS - SHIP FALLS
Timing:	

JUN 27 2013

EPISODE # 1014-151
1014/151
Production :

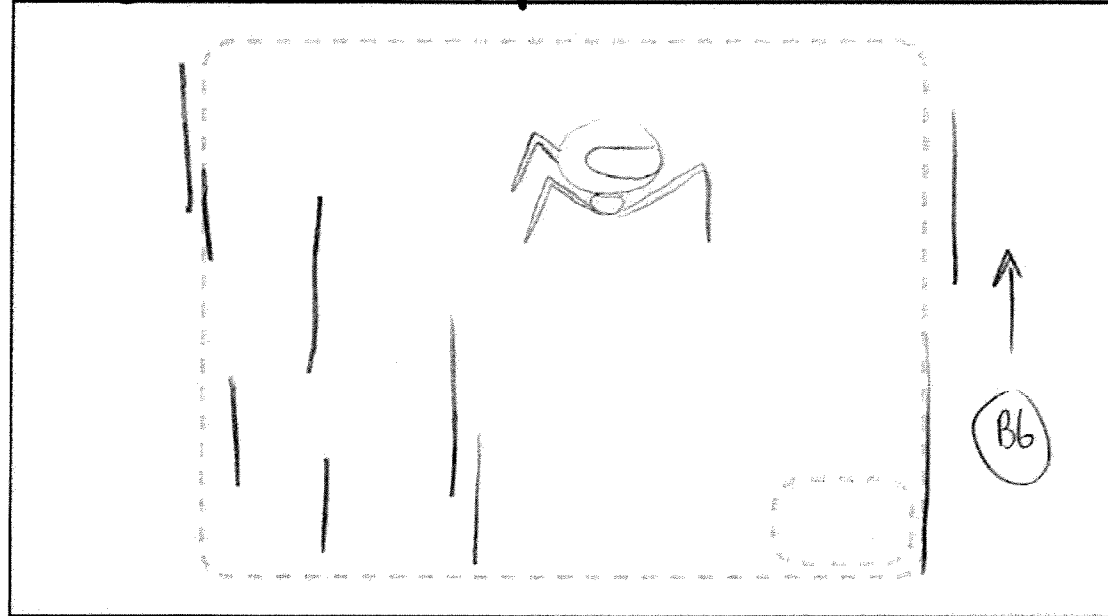
1014/151
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ADVENTURE TIME

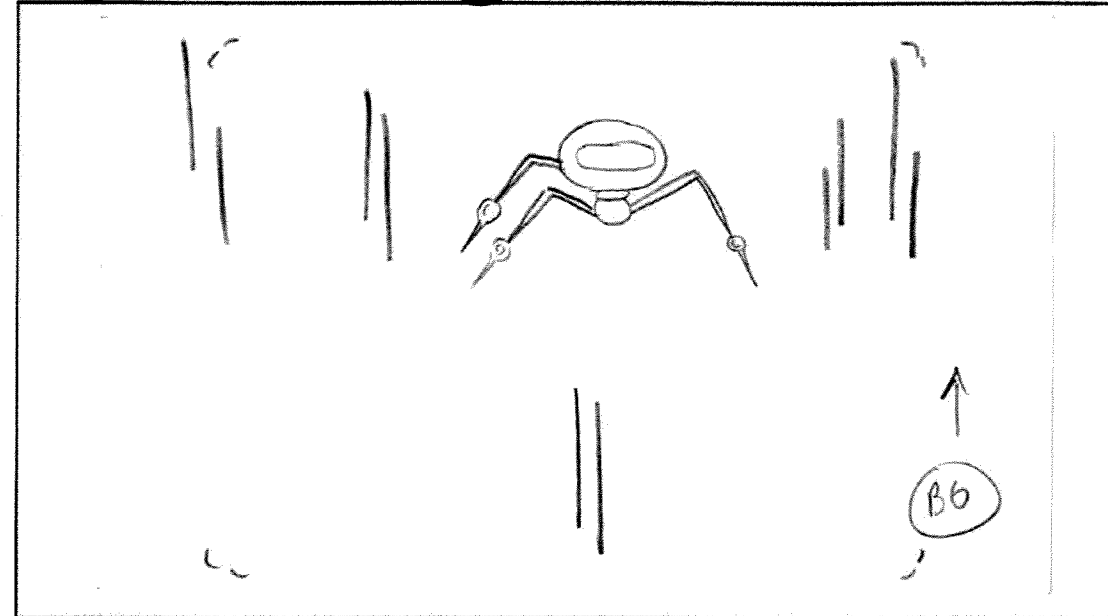


Page 47

Sc. 35 Pnl. A Bg. day night



Sc. 35 CONT Pnl. B Bg. day night



Dialog:		
Action:	(B6 PANNING)	JETS FIRE OFF.
Timing:		

SFX: * FSHHH

JUN 27 2013

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1014/151

Production :

1014/151

ADVENTURE TIME

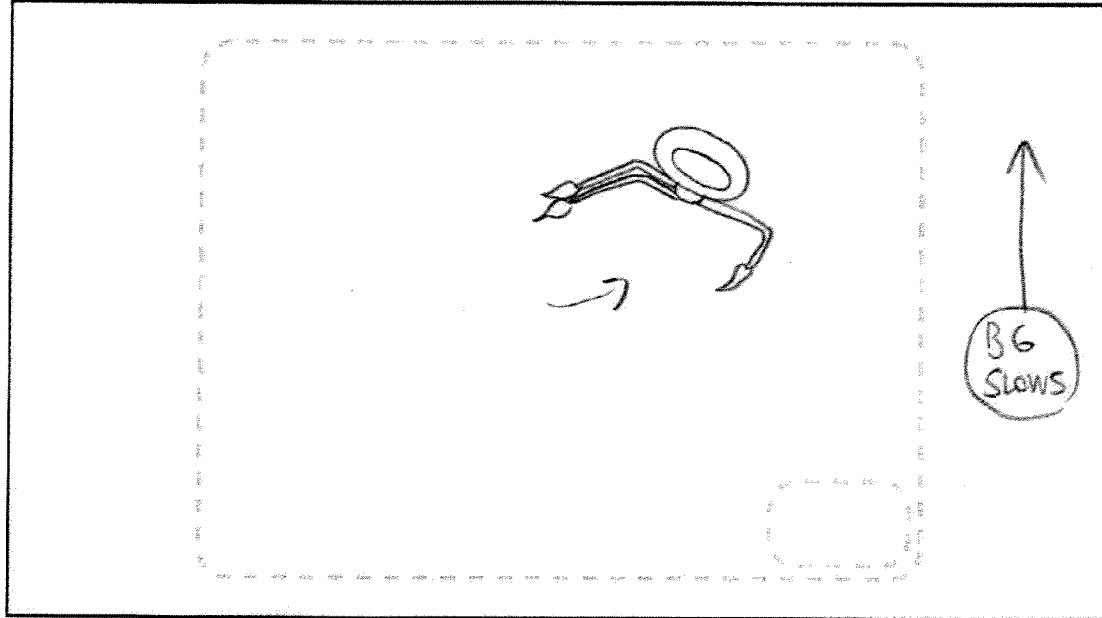


Page 48

Sc. 35 cont Pnl. C

Bg.

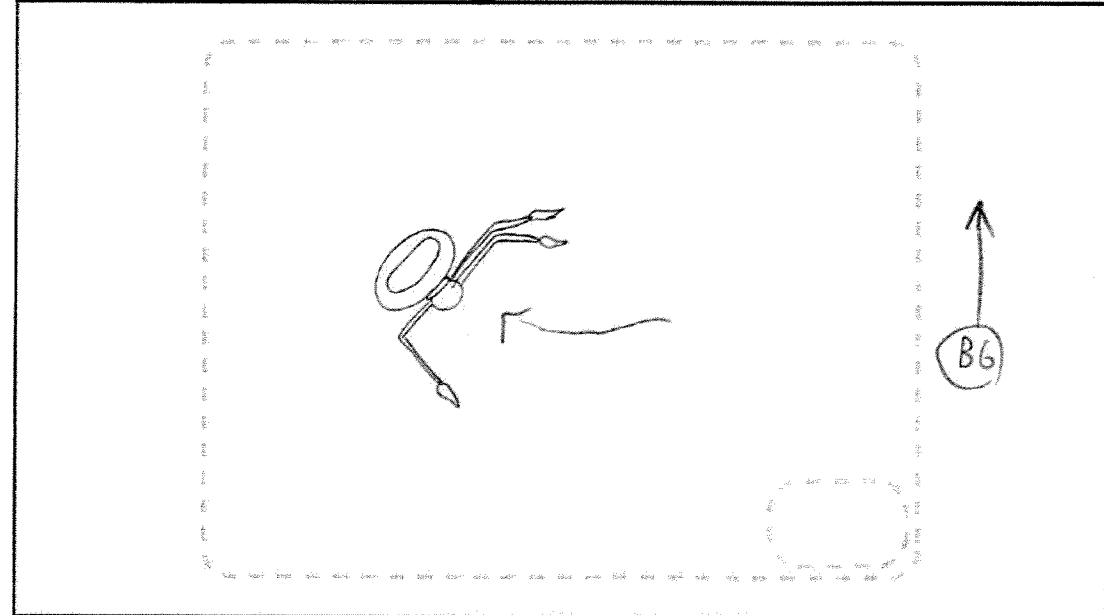
day night



Sc. 35 cont Pnl. D

Bg.

day night



Dialog:

Action:

- SHIP DRIFTS TO
THE RIGHT

- SHIP DRIFTS LEFT

JUN 27 2013

Timing:

EPISODE #

Production :

1014-151

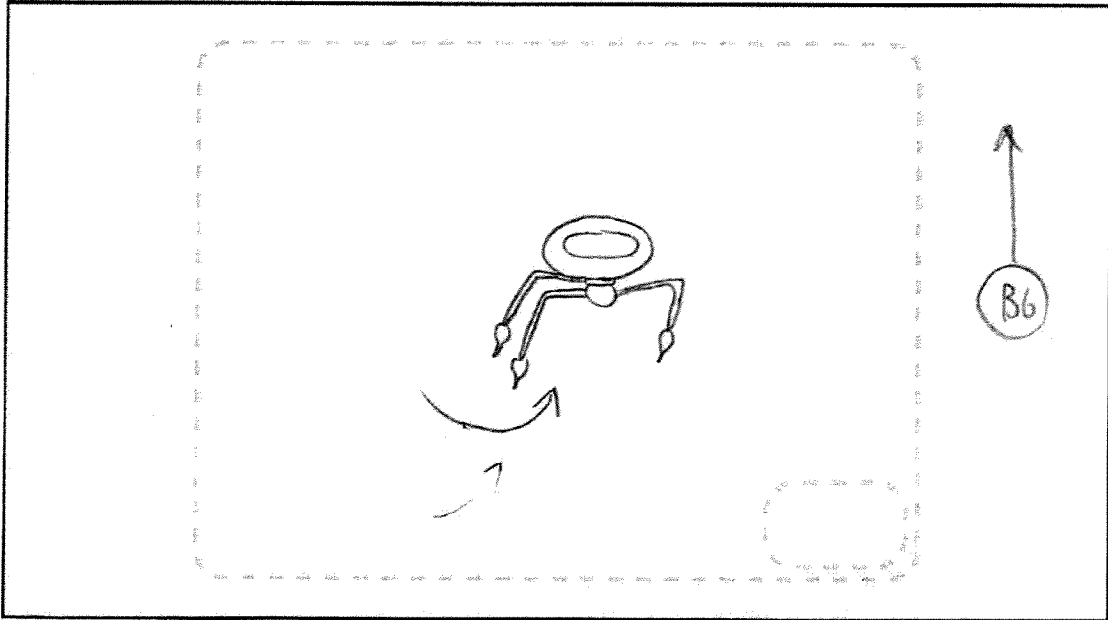
1014/151

1014/151

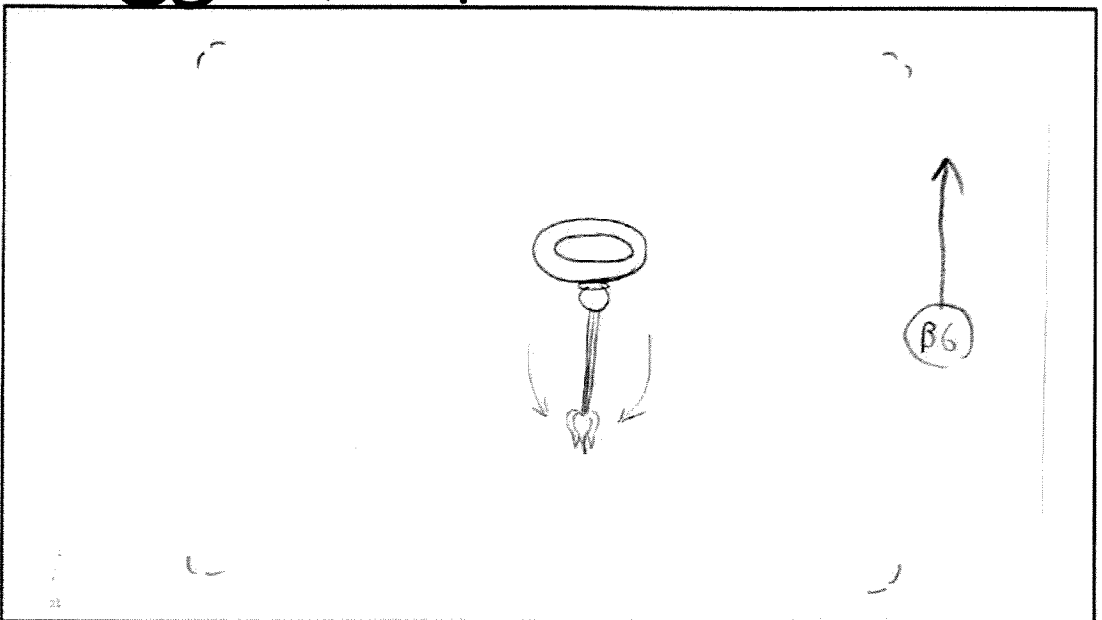
ADVENTURE TIME



Sc. *35 CONT* Pnl. *E* Bg. day night



Sc. *35 CONT* Pnl. *F* Bg. day night



Dialog:
Action: <i>- SHIP STABILIZES ...</i> <i>- SHIP'S LEGS COME TOGETHER</i> JUN 27 2013
Timing:

1014-151

EPISODE #

1014/151

Production :

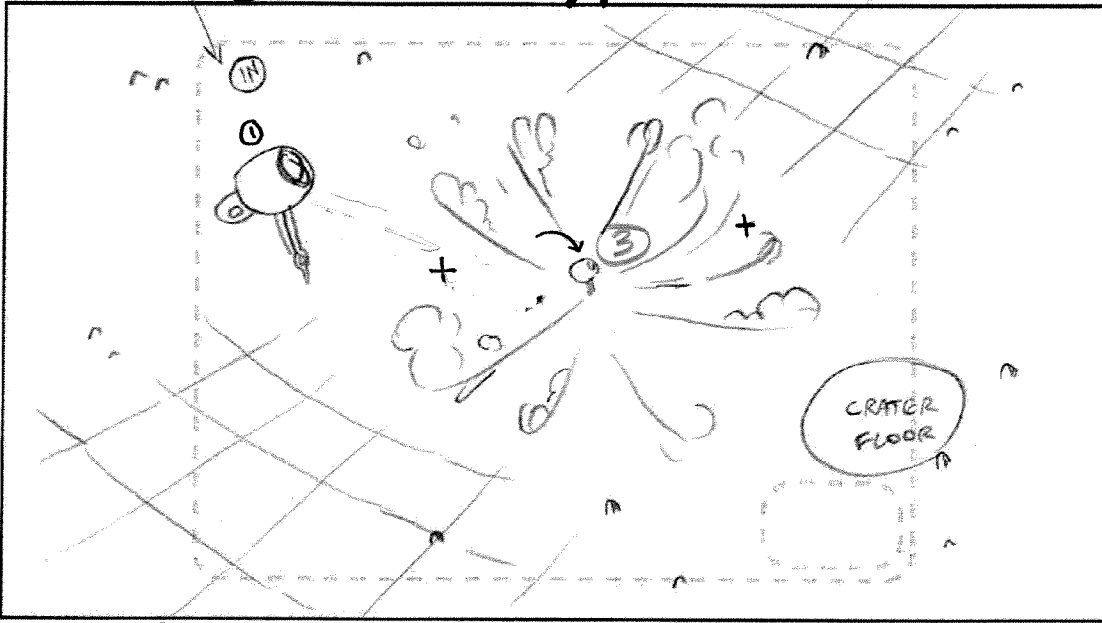
1014/151

1014/151

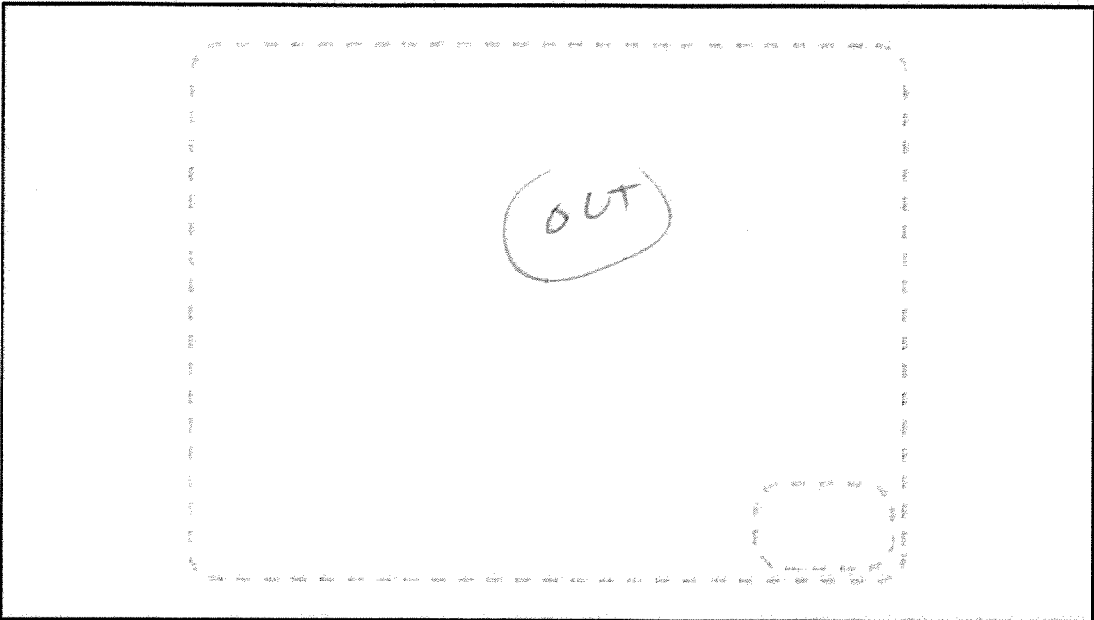
ADVENTURE TIME



Sc. 36 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action:	- SHIP CLOSES IN FOR LANDING - DUST CLOUD RISES IN ALL DIRECTIONS
Timing:	



JUN 27 2013

Production :

EPISODE #

1014-151

1014/151

1014/151

1014/151

1014/151

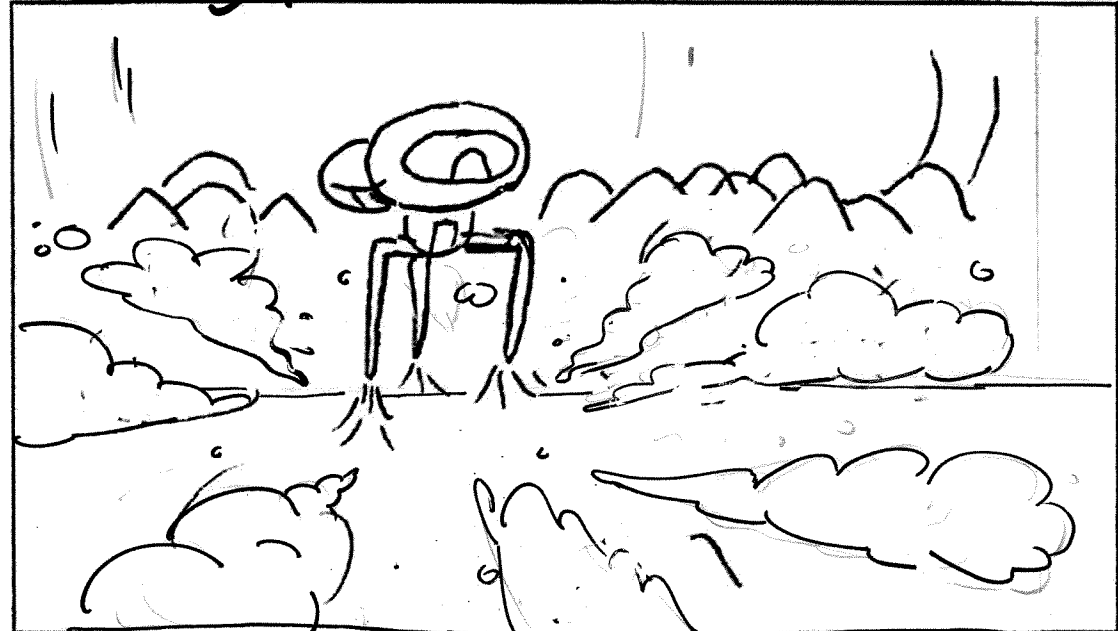
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ADVENTURE TIME

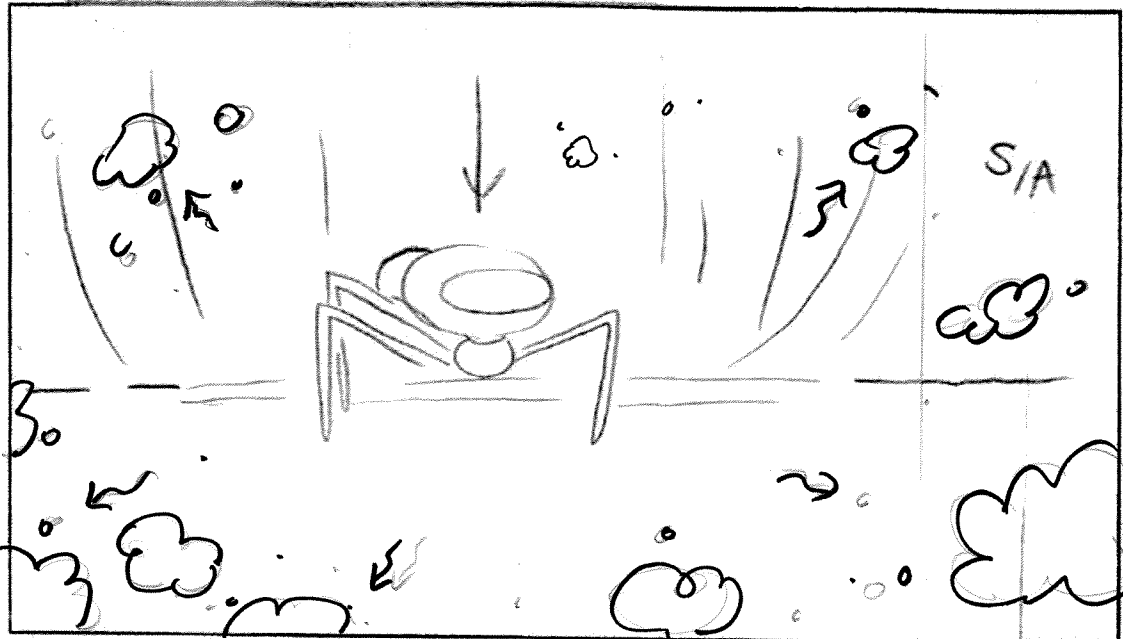


Page **51**

Sc. **37** Pnl. **A** Bg.



day night Sc. **37 cont** Pnl. **B** Bg. day night



Dialog:	
Action:	<div data-bbox="497 958 873 1404"></div>
Timing:	<div data-bbox="1384 1177 2378 1307"><p>- SHIP LANDS</p><p>- DUST CLOUD SLOWLY DISSIPATES</p></div> <p>JUN 27 2013</p>

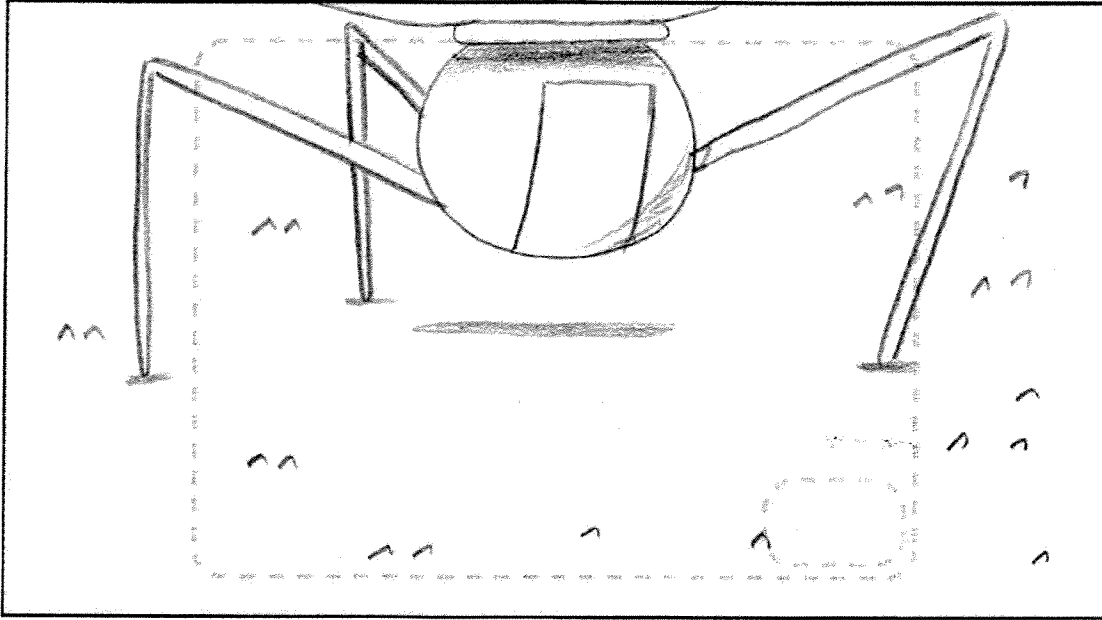
1014/151

EPISODE # 1014-151
1014/151
Production :

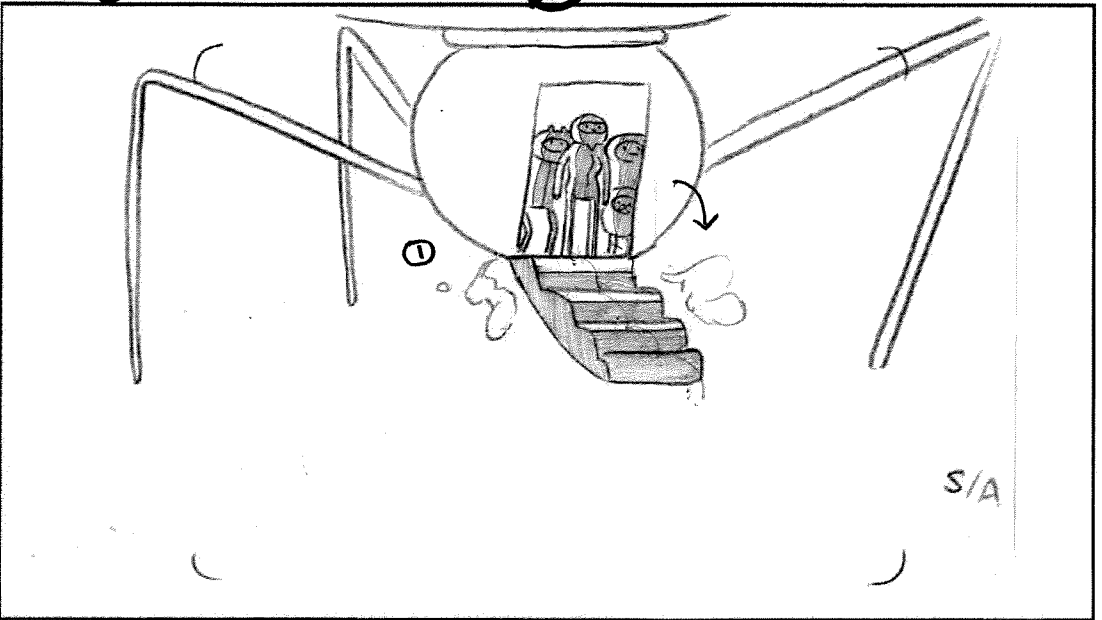
ADVENTURE TIME




Sc. 38 Pnl. A Bg. day night



Sc. 38 cont Pnl. B Bg. day night

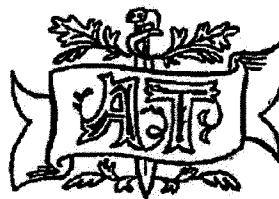


Dialog:	
Action:	
Timing:	<p>- DOOR OPENS... LITTLE PUFF of air escapes</p> <p>JUN 27 2015</p>

EPISODE # 1014-151
1014/151

Production :

ADVENTURE TIME



Sc.

38 cont Pnl.

C

Bg.

day night

Sc.

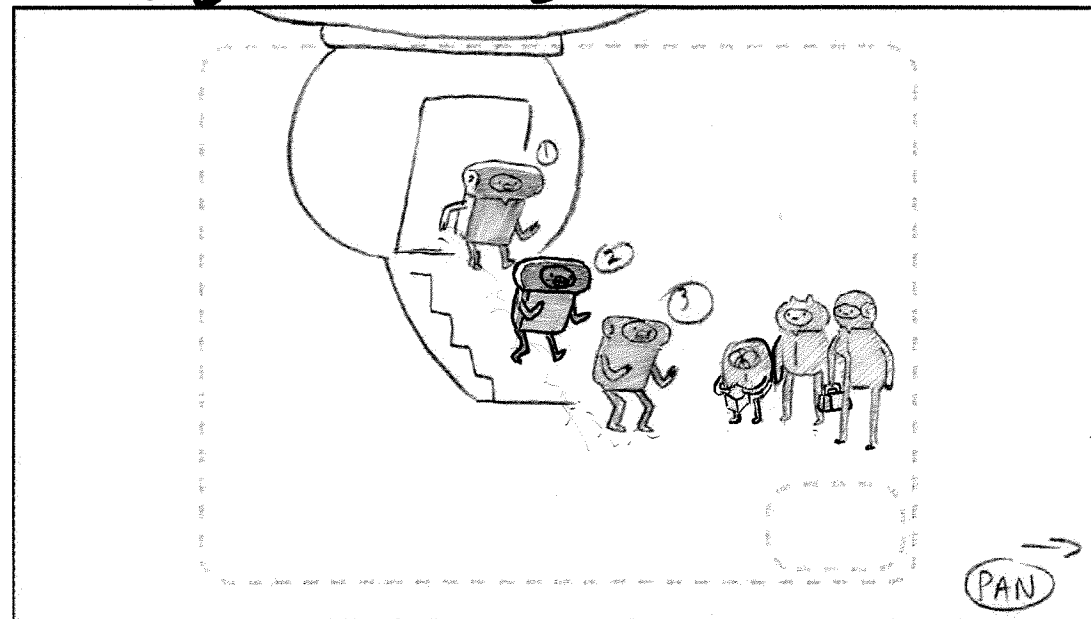
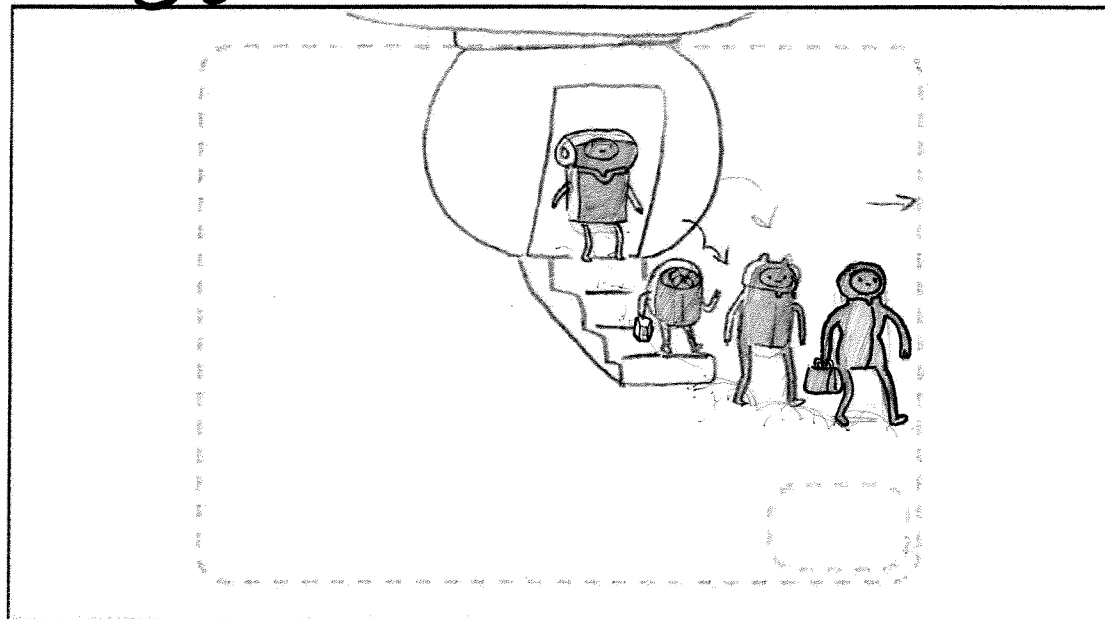
38 cont Pnl.

D

Bg.

Page

53
53A NEXT



Dialog:

JAMES ① vrrt, ② vrrt, ③ vrrt

JUN 27 2013

Action:

— THEY WALK OUT OF THE SHIP

— JAMES WALKS DOWN RAMP PRETENDING TO BE A ROBOT

(BG PANS) →

Timing:

① ② ③ JAMES

10x normal step cycle
Robotic Arms
Pump Action
w/ w tracks.

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1014/151

Production

1014/151

ADVENTURE TIME



Page 53A

54WET
day night

Sc. 39

Pnl. A

Bg.

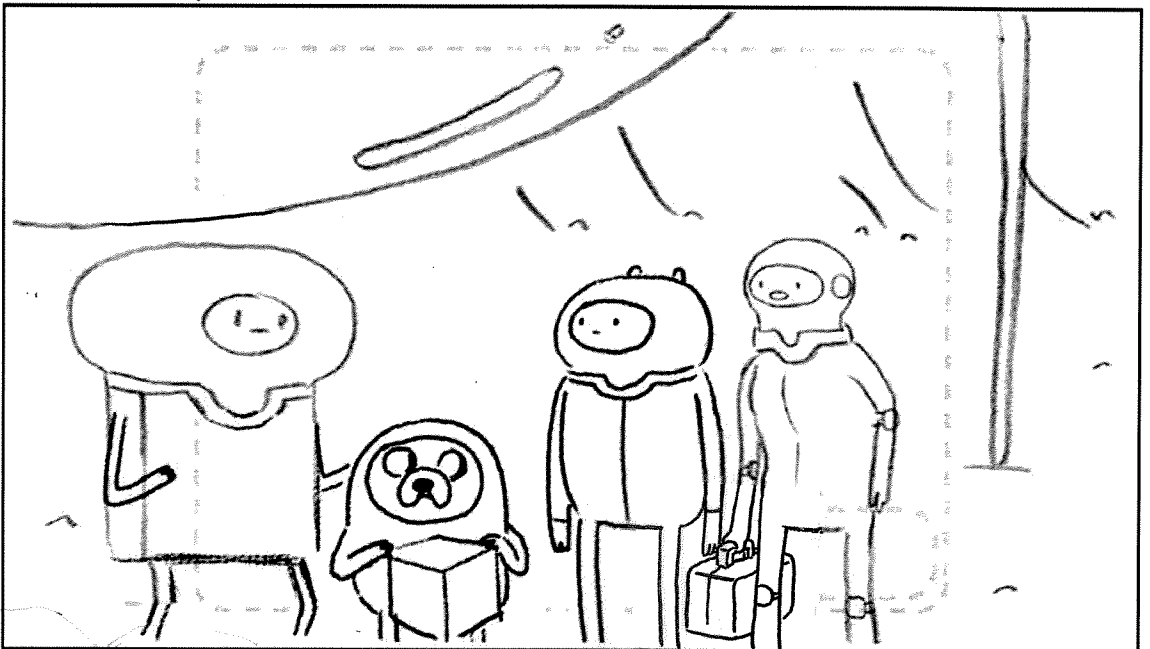
day night

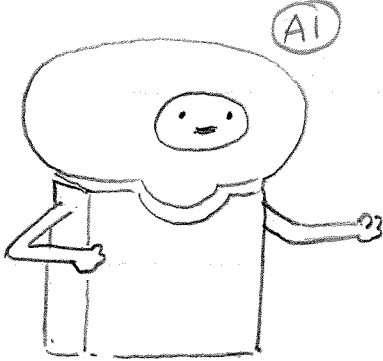

Sc. 39

CONT

Pnl. B

Bg.



Dialog:		
Action:	 A1	 A2
Timing:		
PB/ okay.		
JUN 27 2013		

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1014/151

Production :

1014/151

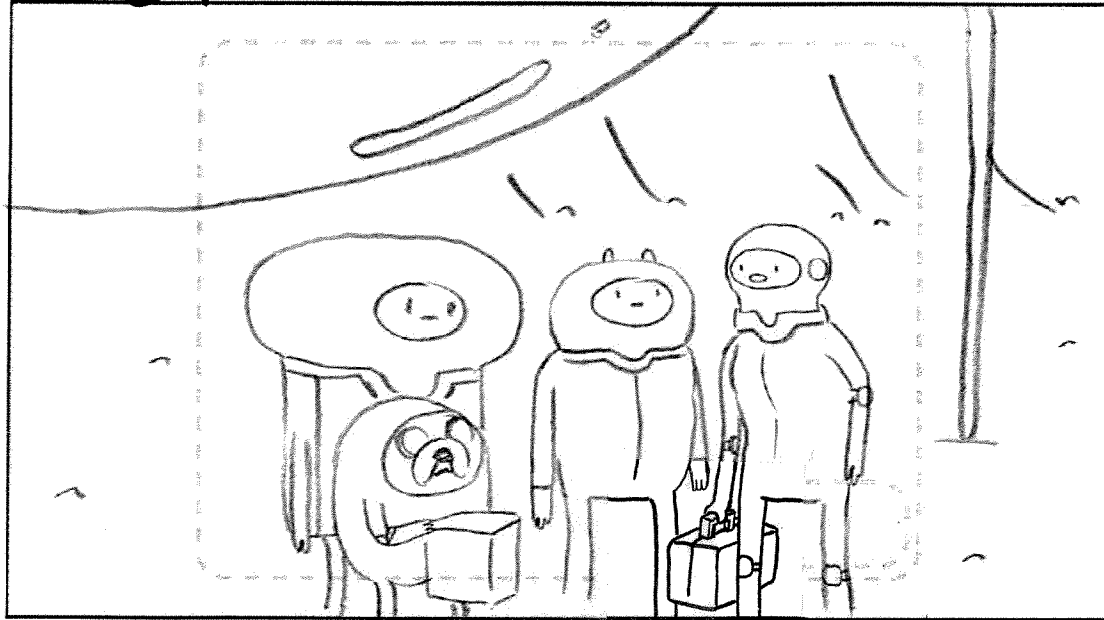
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ADVENTURE TIME



Page **54**

Sc. **39 CONT** Pnl. C Bg. day night



Sc. **39 CONT** Pnl. D Bg. day night



Dialog:

(PB) You guys collect as many surface samples as you can.

Action:

Timing:

(PB) Rocks, plants, dirt... anything...

JUN 27 2013

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1014/151

Production :

1014/151

ADVENTURE TIME



Page

55

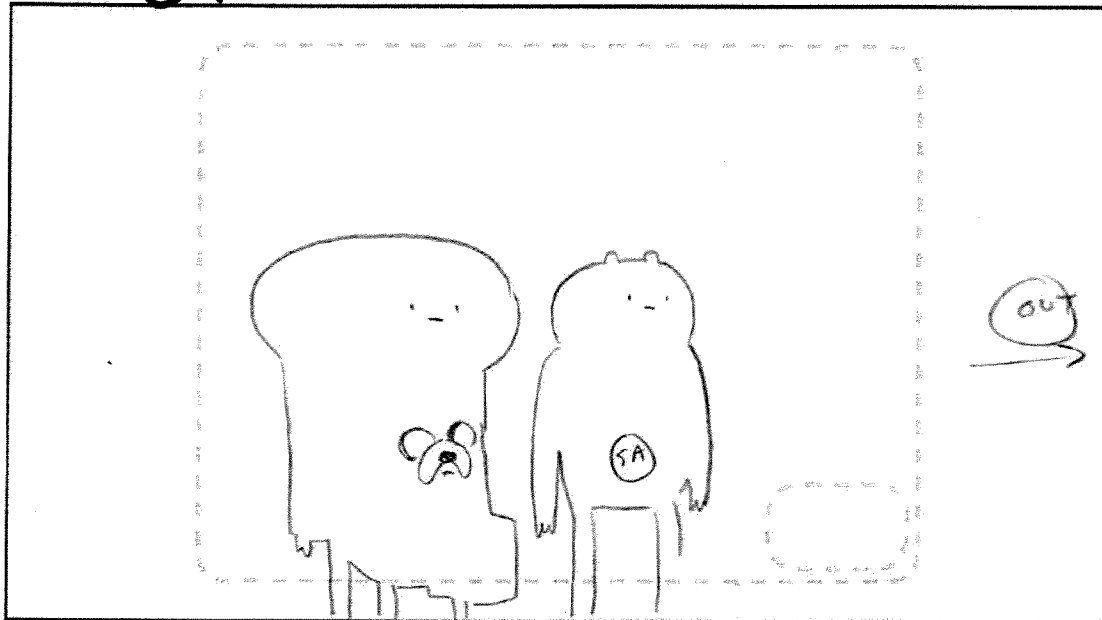
Sc.

39cont

Pnl. E

Bg.

day night



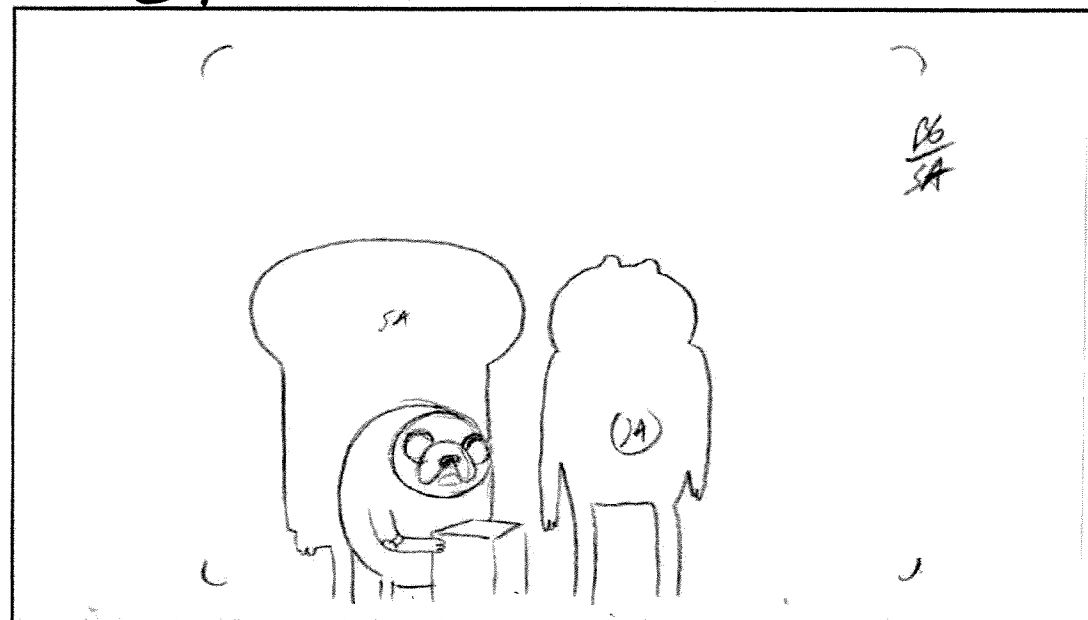
Sc.

39cont

Pnl. F

Bg.

day night



Dialog:

Ⓟ MOSTLY LOOKS LIKE IT'S
JUST DIRT HERE...

Action:

- PB WALKS OUT
- F, J + JAMES TRACK HER

- J. LOOKS AROUND

JUN 27 2013

Timing:

EPISODE #

1014-151

1014/151

Production :

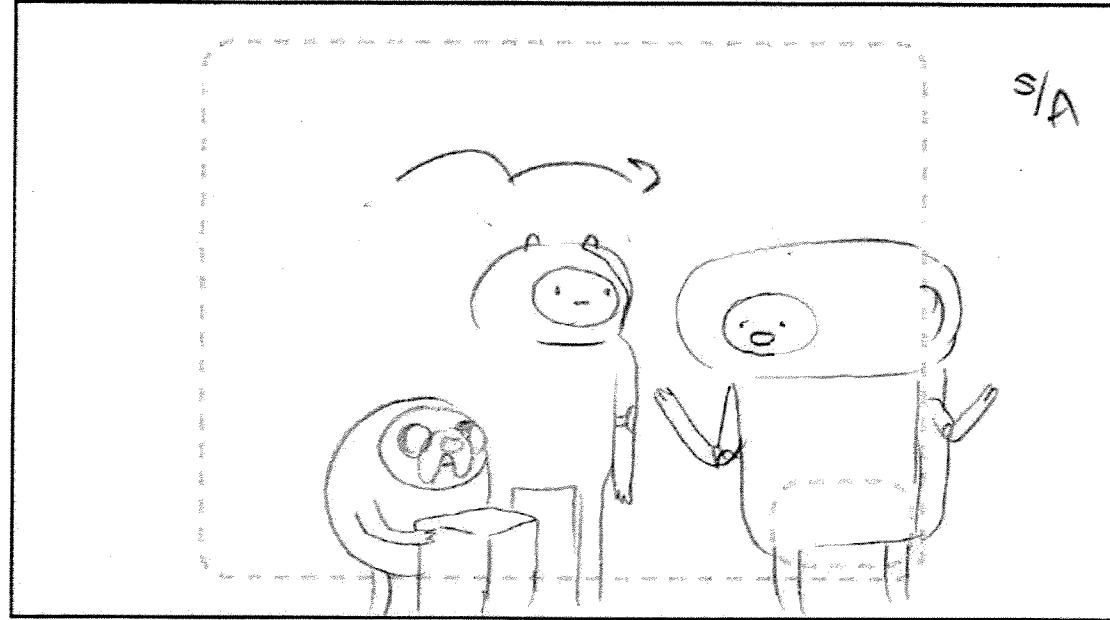
1014/151

ADVENTURE TIME

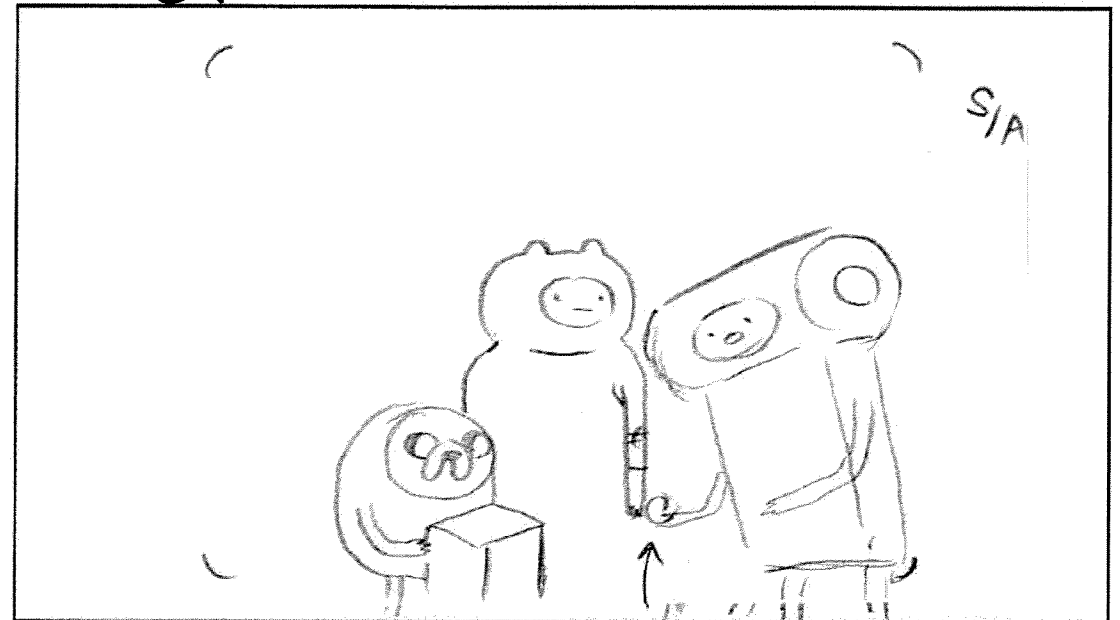


Page **56**

Sc. **39 cont** Pnl. G Bg. day night



Sc. **39 cont** Pnl. H Bg. day night



Dialog:	
JAMES - THIS'll be fun.	
Action:	-JAMES WALKS in front of Finn -JAMES BENDS down AND GRABS ROCK
Timing:	JUN 27 2013



EPISODE # 1014-151
1014/151
Production :

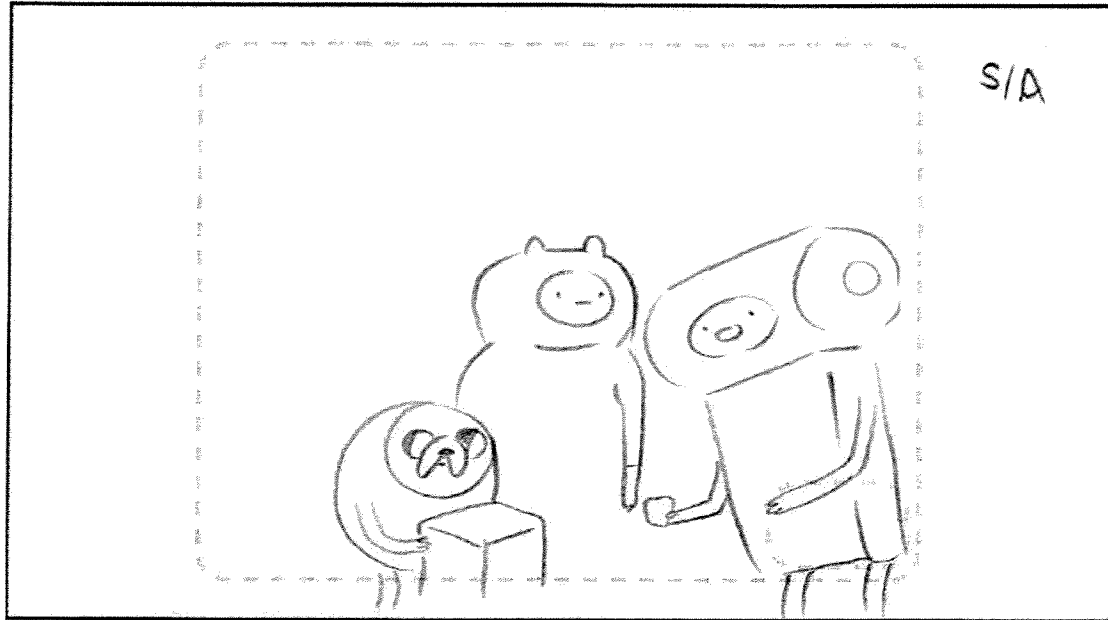
1014/151

ADVENTURE TIME

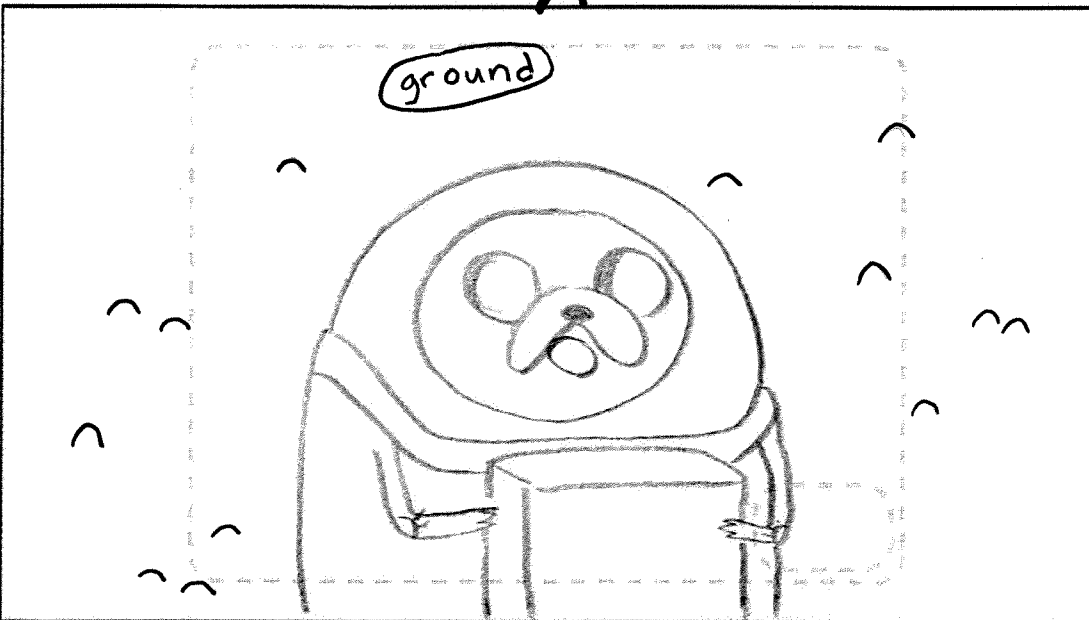


Page **57**

Sc. 39 **CONT** Pnl. I Bg. day night



Sc. **40** Pnl. **A** Bg. day night



Dialog:	<p>JAMES JAKE! OPEN UP THE BASKET, I'M GONNA MAKE A SHOT.</p> <p>J DO IT.</p>
Action:	<p>JUN 27 2013</p>
Timing:	

1014-151

EPISODE #

1014/151

Production :

1014/151

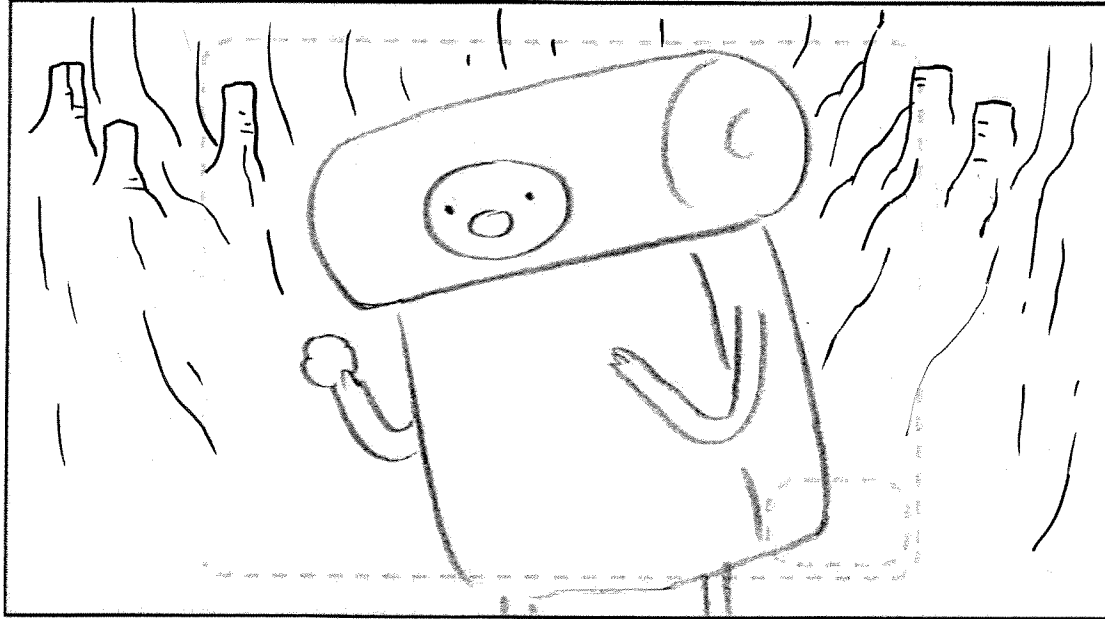
1014/151

ADVENTURE TIME

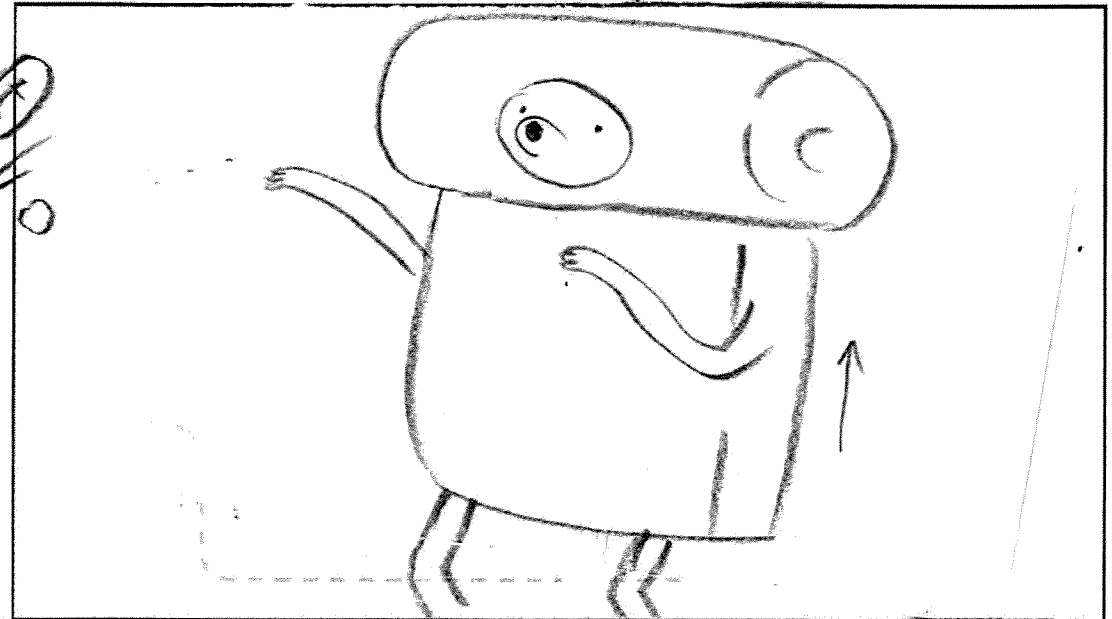


Page 58
day night

Sc. 41 Pnl. A Bg. day night



Sc. 4/cont Pnl. B Bg. day night



Dialog:	① CHK-CHK.	② =WOOP=
Action:	- JAMES JUMPS, SHOTS ROCK	
Timing:	JUN 27 2015	

EPISODE #
1014-151

1014/151

Production :

1014/151

1014/151

ADVENTURE TIME



Sc.

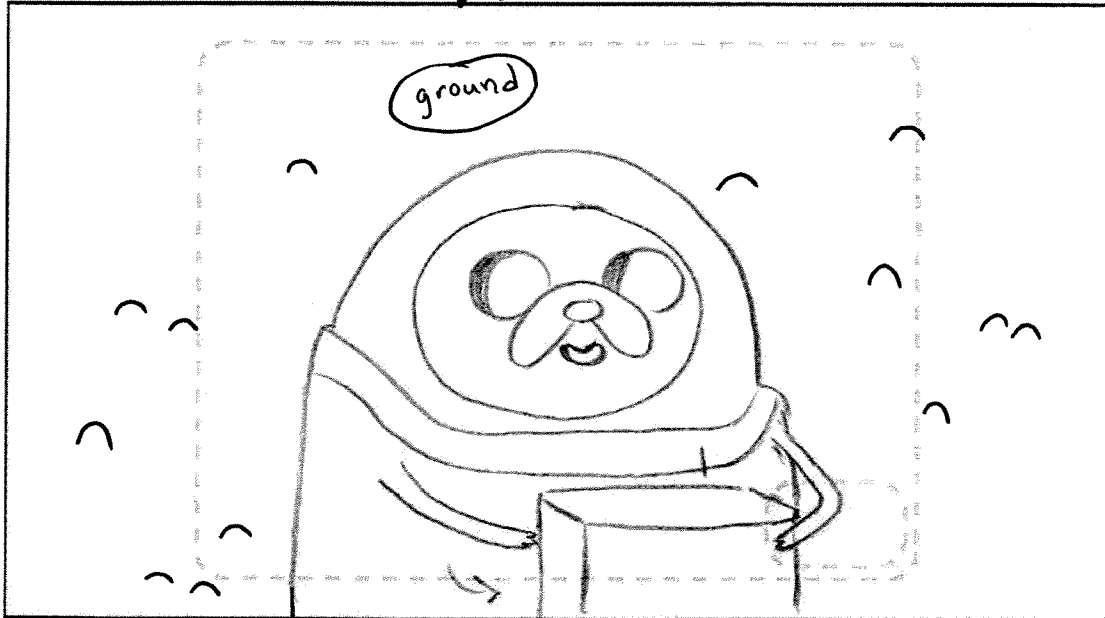
42

Pnl.

A

Bg.

day night



Sc.

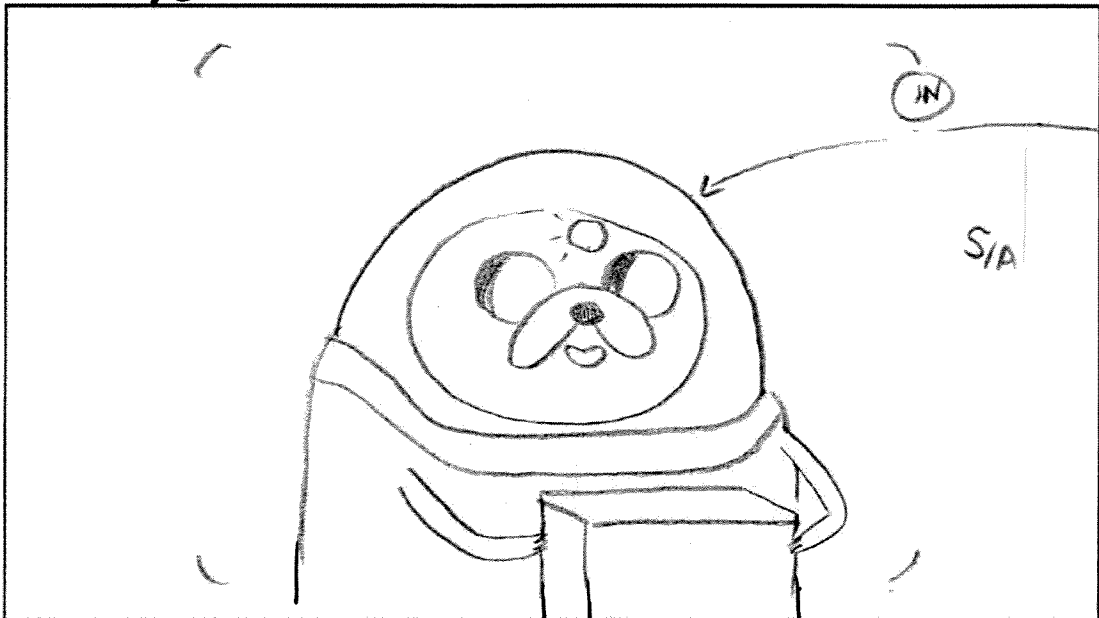
42 cont

Pnl.

B

Bg.

day night



Dialog:

⑤ HAAA

SFX CLINK.

Action:

- JAKE HOLDS OUT THE
BAG

- ROCK FLIES ON/IS AND HITS
JAKE IN THE FOREHEAD

JUN 27 2013

Timing:

EPISODE #

1014-151

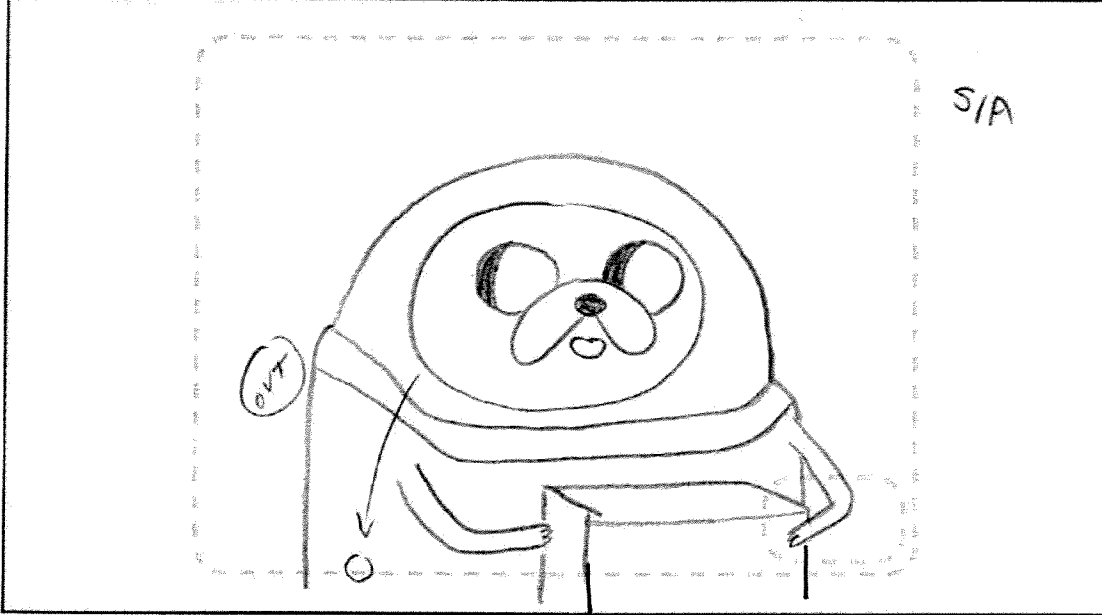
1014/151

Production :

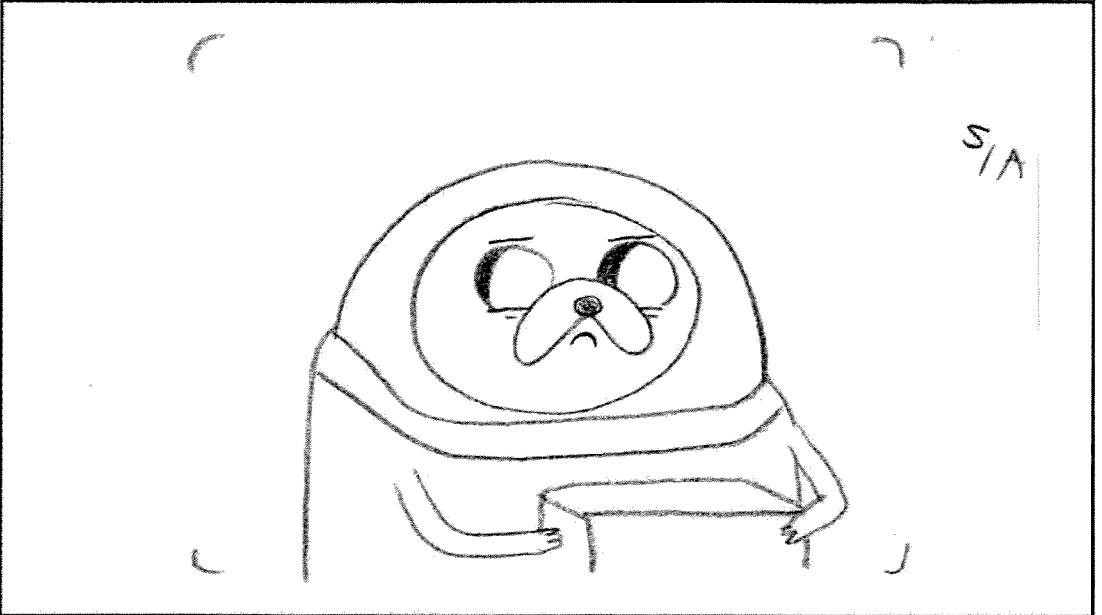
ADVENTURE TIME



Sc. 42 CONT Pnl. C Bg. day night



Sc. 42 CONT Pnl. D Bg. day night



Dialog:	⑤ (Grumbles)
Action:	- Rock falls out of shot.
Timing:	JUN 27 2015

EPISODE #

Production :

1014-151

1014/151

1014/151

1014/151

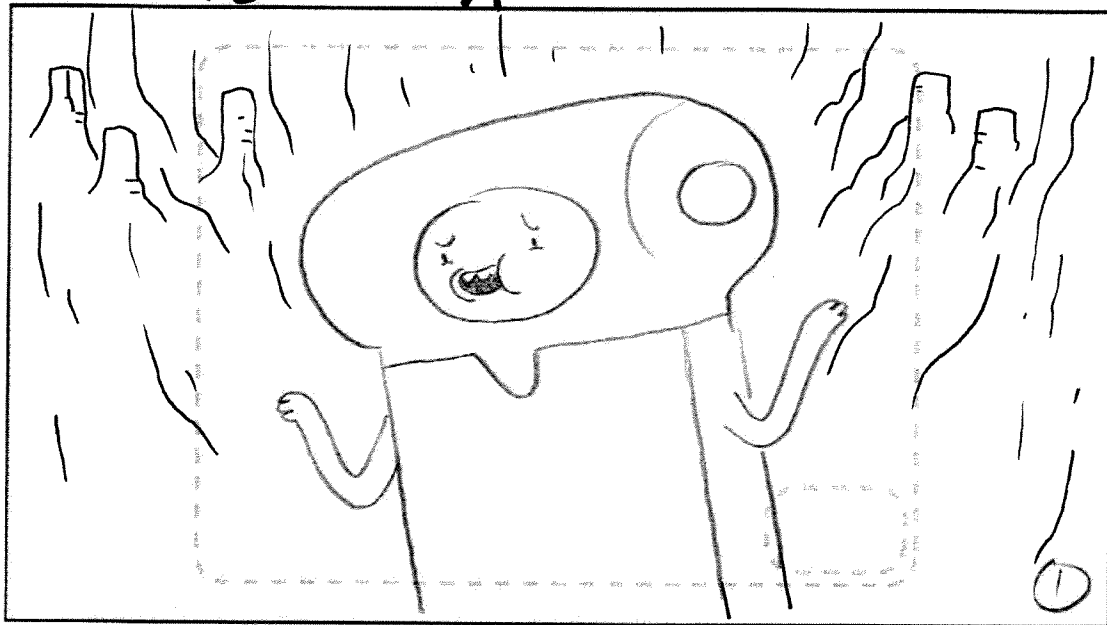
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ADVENTURE TIME

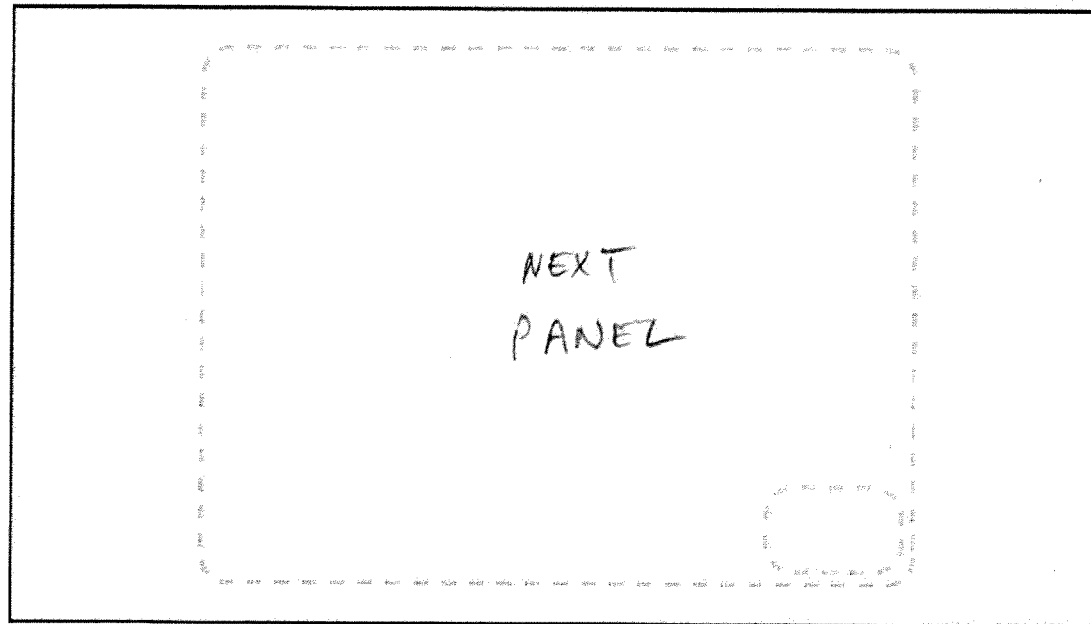


Page 61

Sc. 43 Pnl. A Bg. day night



Sc. Pnl. X Bg. day night



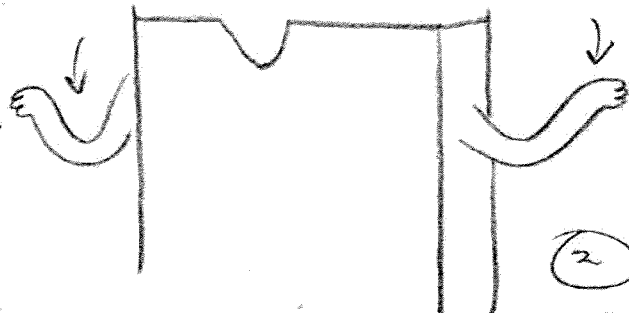
Dialog:

JAMES (MIMICS SAD TRUMPET NOISE)

Action:

1 2

Timing:



JUN 27 2011

EPISODE #

Production :

1014/151 11014-151

1014/151

ADVENTURE TIME



Page 62

Sc.

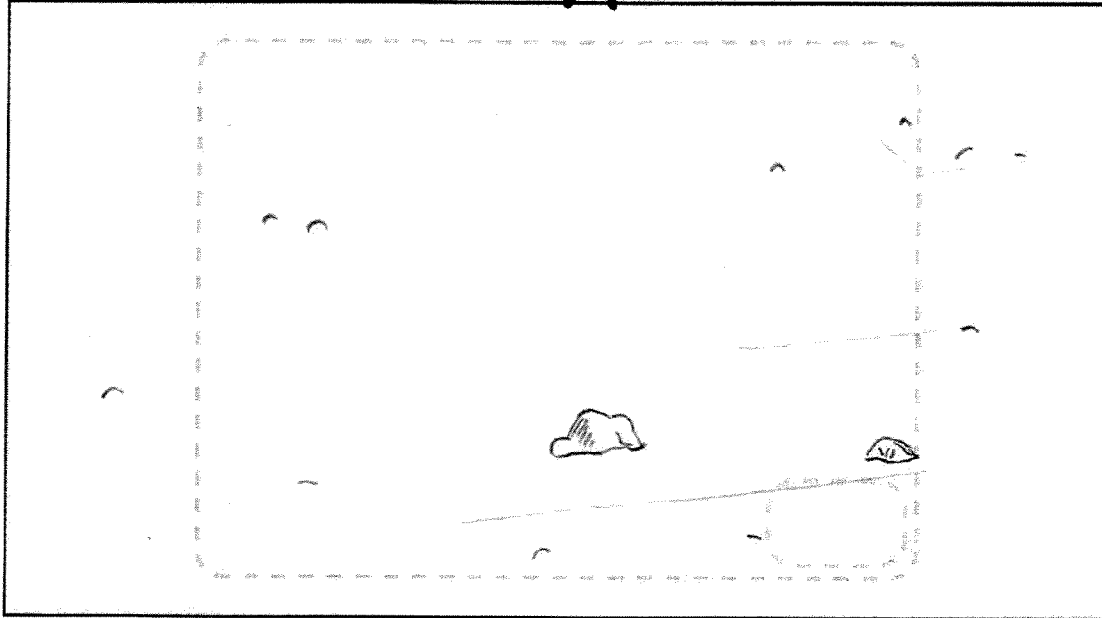
44

Pnl.

A

Bg.

day night



Sc.

44 cont

Pnl.

B

Bg.

day night



Dialog:

Action:

- PB WALKS ON/S.

Timing:

JUN 27 2013

EPISODE #

1014-151
1014/151

Production :

1014/151

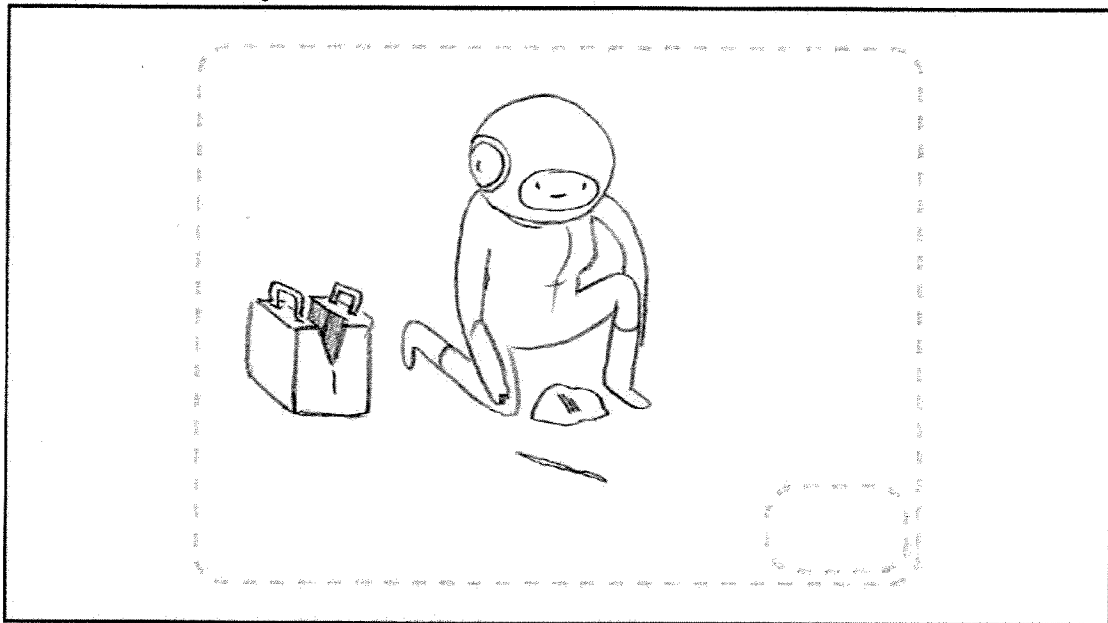
ADVENTURE TIME



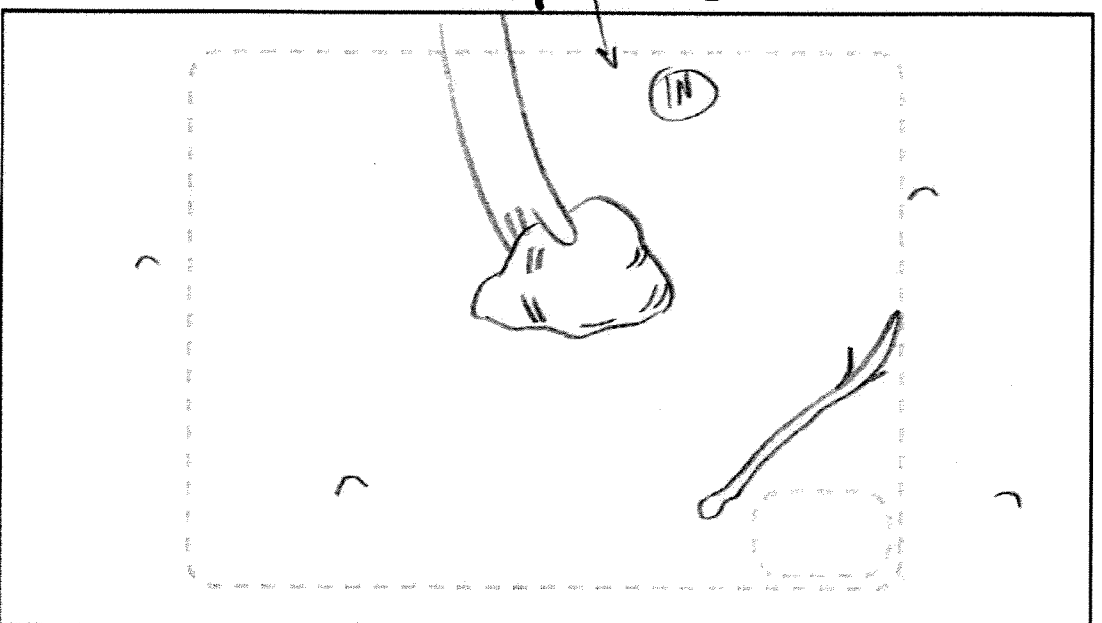
no scene 45

Page 63

Sc. 44 *CONT* Pnl. C Bg. day night



Sc. *46* Pnl. *A* Bg. day night



Dialog:	
Action:	<i>-PO BENDS DOWN, LOOKS AT ROCK. REACHES IN GRABS ROCK</i>
Timing:	<i>JUN 27 2013</i>

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Production :

1014/151

1014/151

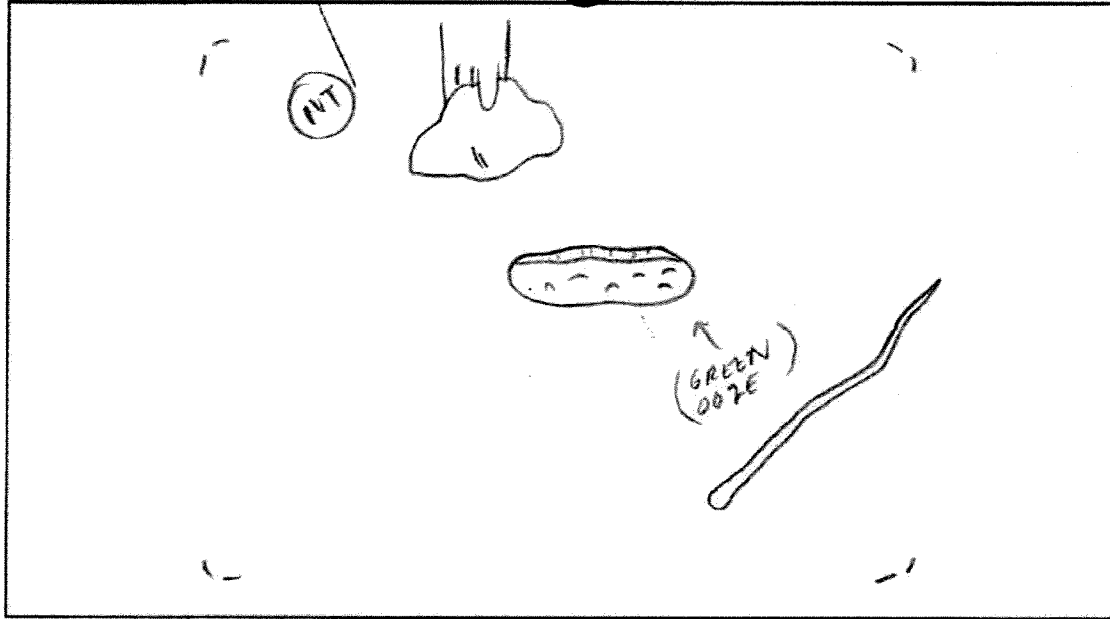
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ADVENTURE TIME

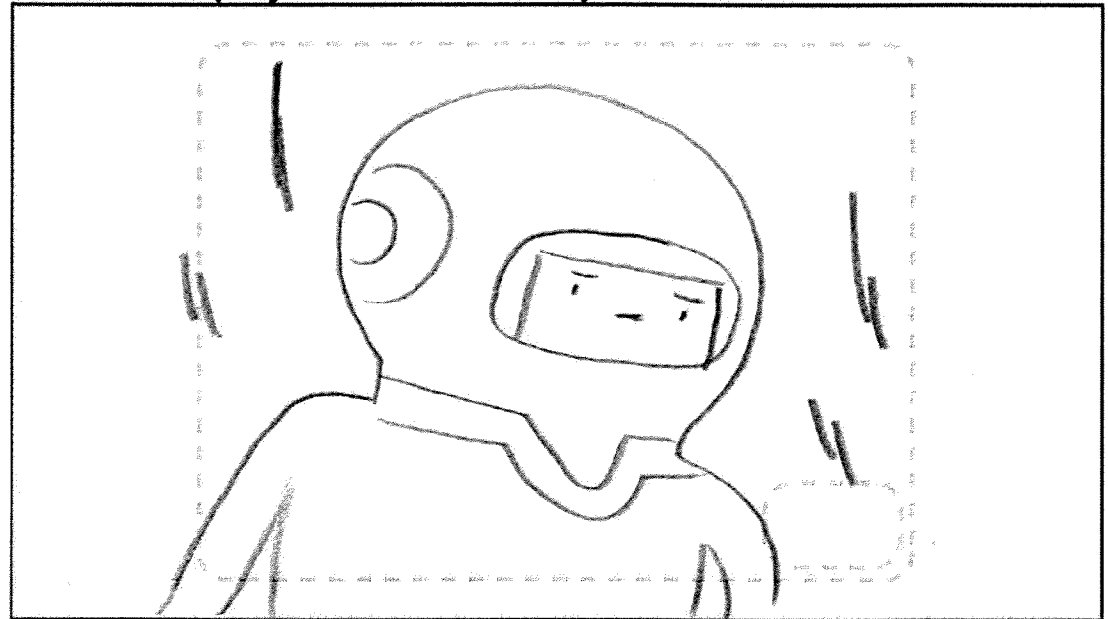


Page **64**

Sc. **46 cont** Pnl. **B** Bg. day night



Sc. **47** Pnl. **A** Bg. day night



Dialog:	(PB) Hmmm...
Action:	-PB LIFTS UP ROCK TO REVEAL POOL OF GREEN OOZE
Timing:	JUN 27 2011

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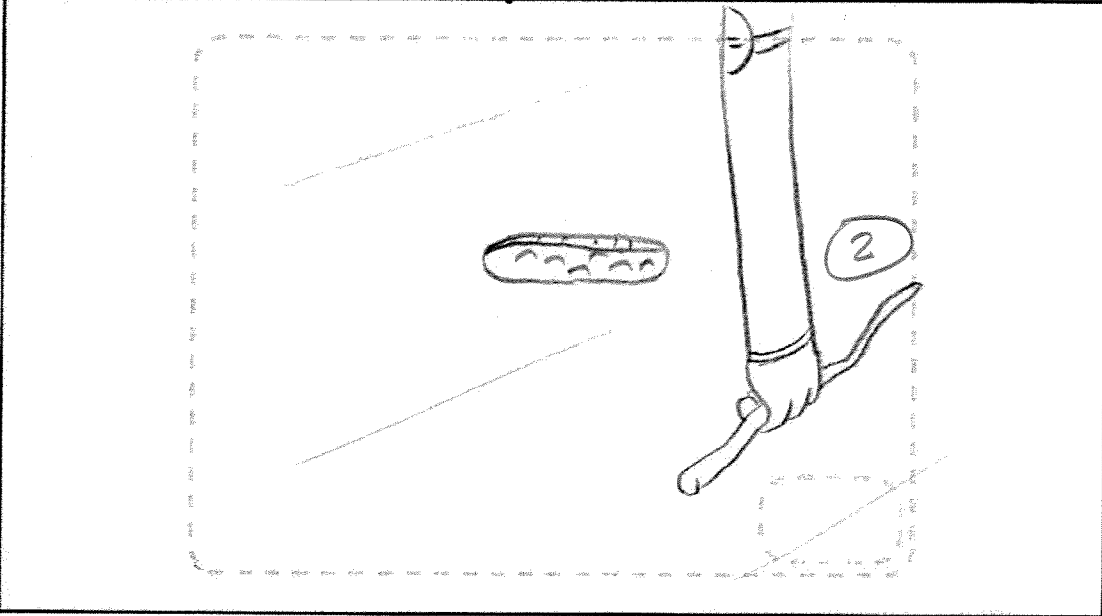
Production :

1014/151

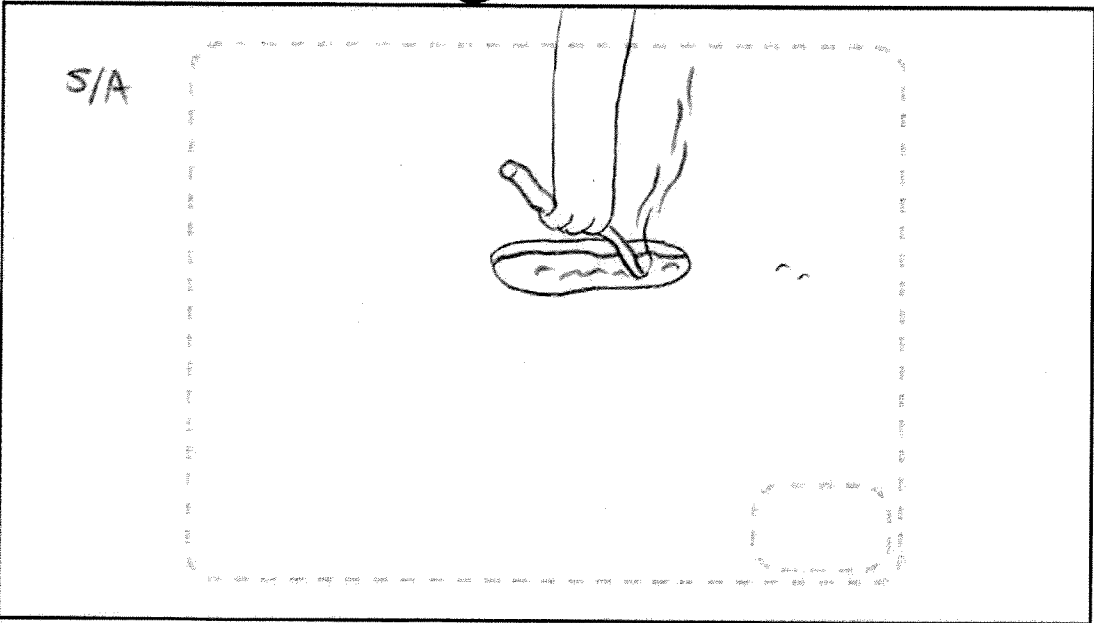
ADVENTURE TIME



Sc. **48** Pnl. **A** Bg. day night



Sc. **48 CONT** Pnl. **B** Bg. day night



Page **65**
65A NEXT

Dialog:	
Action:	-PB PICKS UP STICK
Timing:	

① W ↓ IN SP

-PB PUTS STICK IN COZE

JUN 27 2013

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Production :

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ADVENTURE TIME

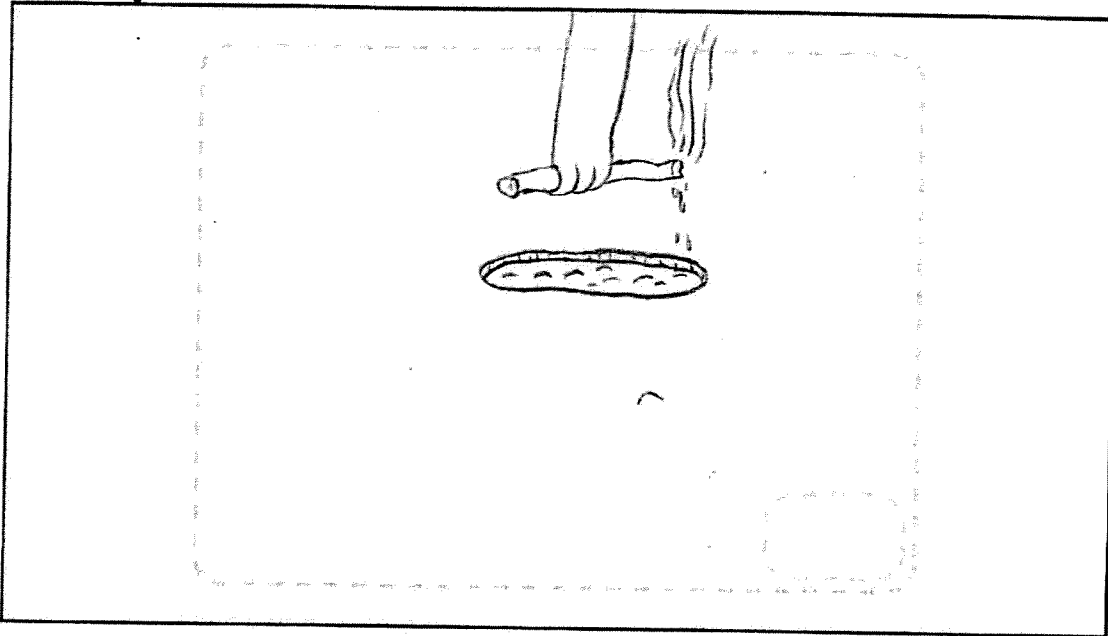


Sc.

48 CONT Pnl. C

Bg.

day night



Sc.

48 CONT Pnl. D

Bg.

Page

65A
66 NEXT
day night



Dialog:

SFX: * BUBBLING *

Action:

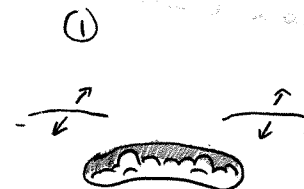
- STICK MELTS

- PB LIFTS
STICK OFF/S.

- GOO MONSTERS EYES OPEN

- GOO MONSTER'S MOUTH

Timing:



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ADVENTURE TIME



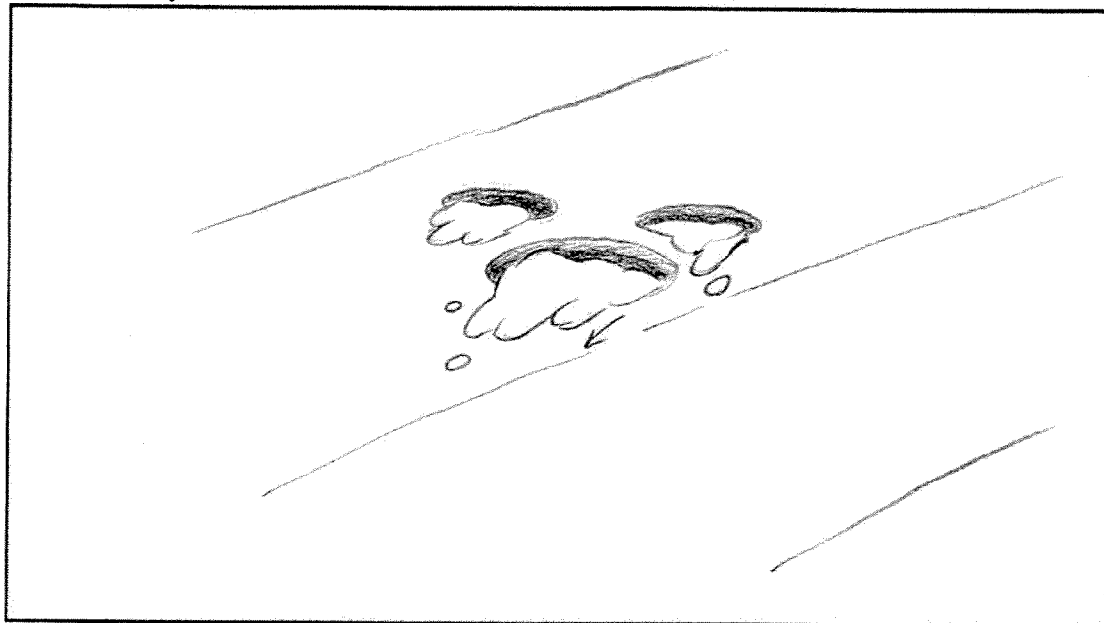
Sc.

48 CONT Pnl.

E

Bg.

day night

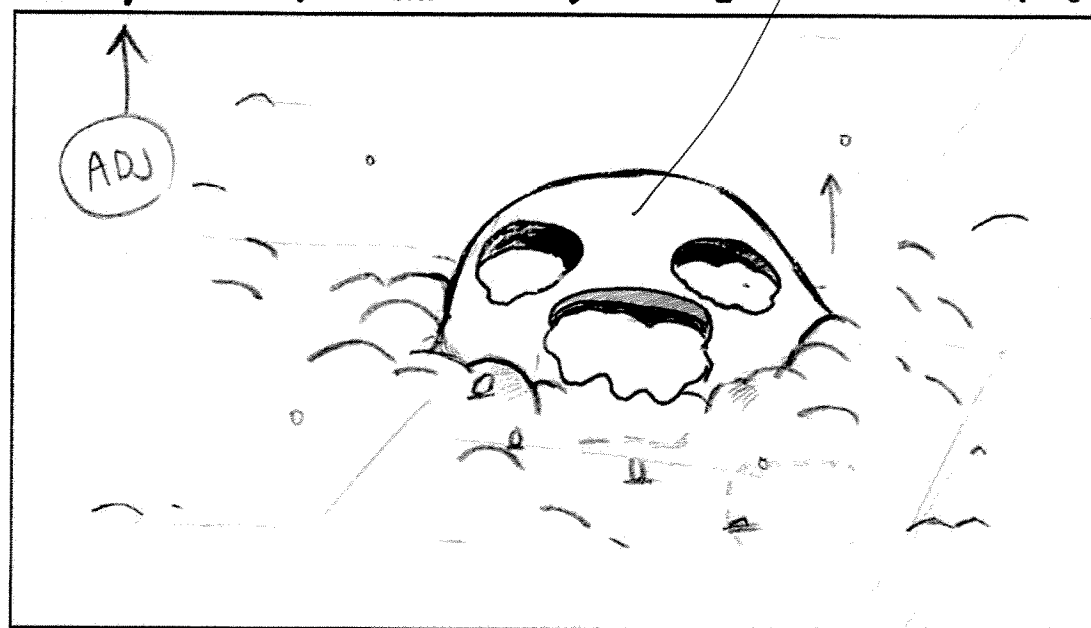


Sc.

48 CONT Pnl.

F

Bg.



#9

Page

66
66A NEXT
day night

Dialog:

Goo MONSTER #1 - BLEETHHHH...

Action:

- Goo spurts out of mouth.

- Goo MONSTER'S HEAD RISES FROM DIRT

- ADJ. W/ ACTION

Timing:

JUN 27 2013

Production :

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1014/151

1014/151

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	48	cont	Pnl.	G	Bg.	day	night

Dialog:	(GOO MONSTER #1) - BLEETHHHH...
Action:	- GOO MONSTER'S HEAD RISES FROM DIRT - ADJ. W/ ACTION JUN 27 2013
Timing:	

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Production :
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ADVENTURE TIME



Sc.

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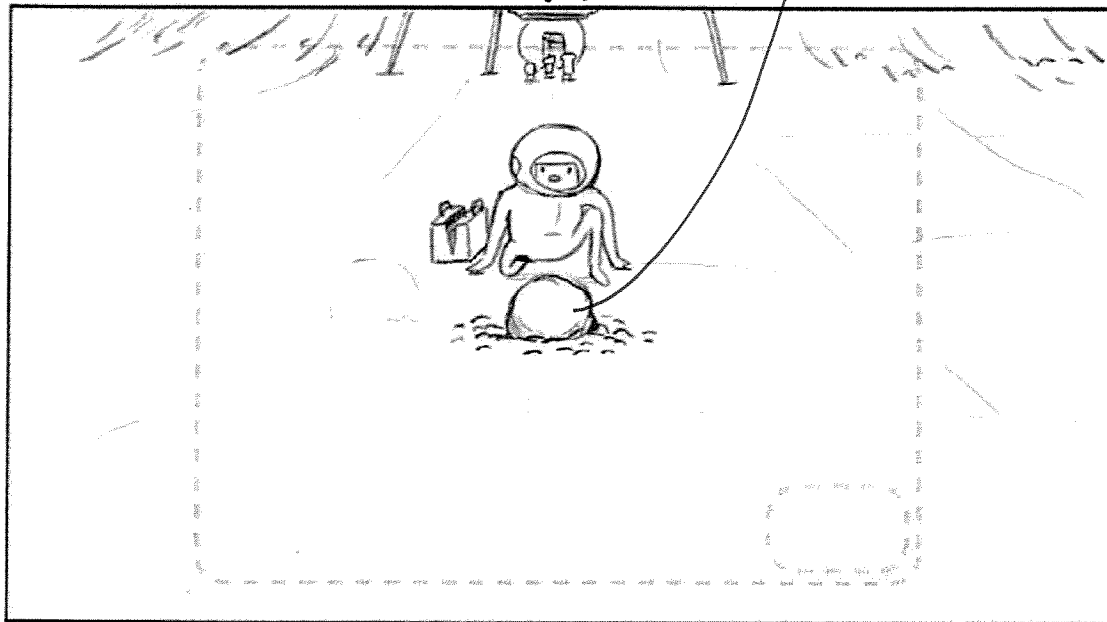
Pnl.

A

Bg.

9

day night



Sc.

49 cont

Pnl.

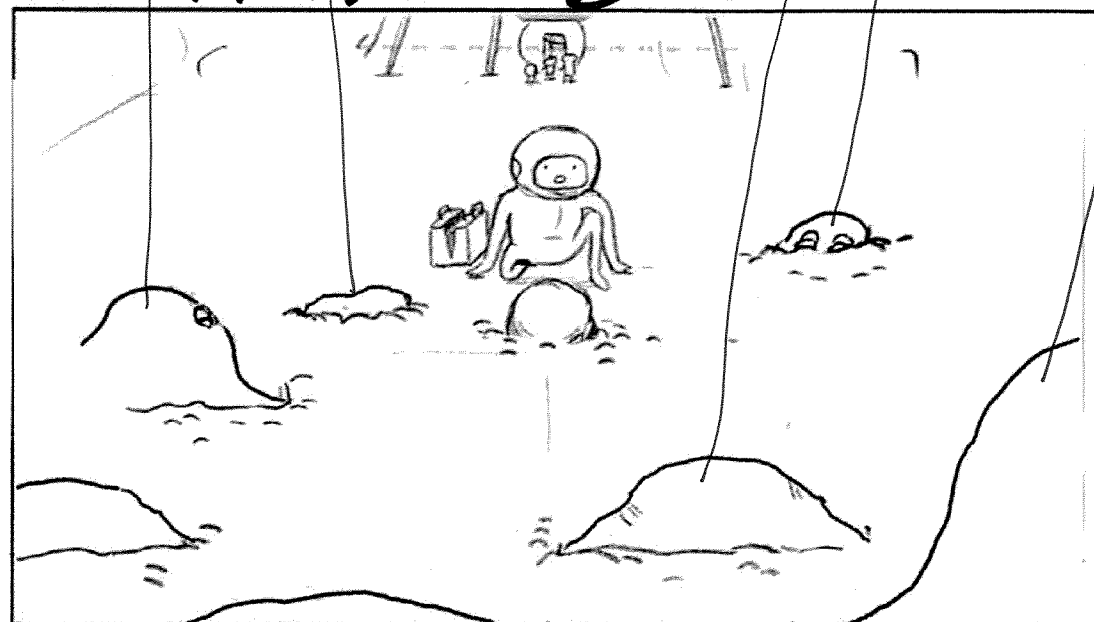
B

Bg.

2

13

Page 67
day night



Dialog:

PB: [SMALL GASP]

(PB) → OH, ROUND BROWN...

Action:

- MONSTERS RISE UP FROM THE GROUND : JUN 27 2013
- PB LOOKS AT THEM AS THEY RISE

Timing:

EPISODE #

1014-151

Production :

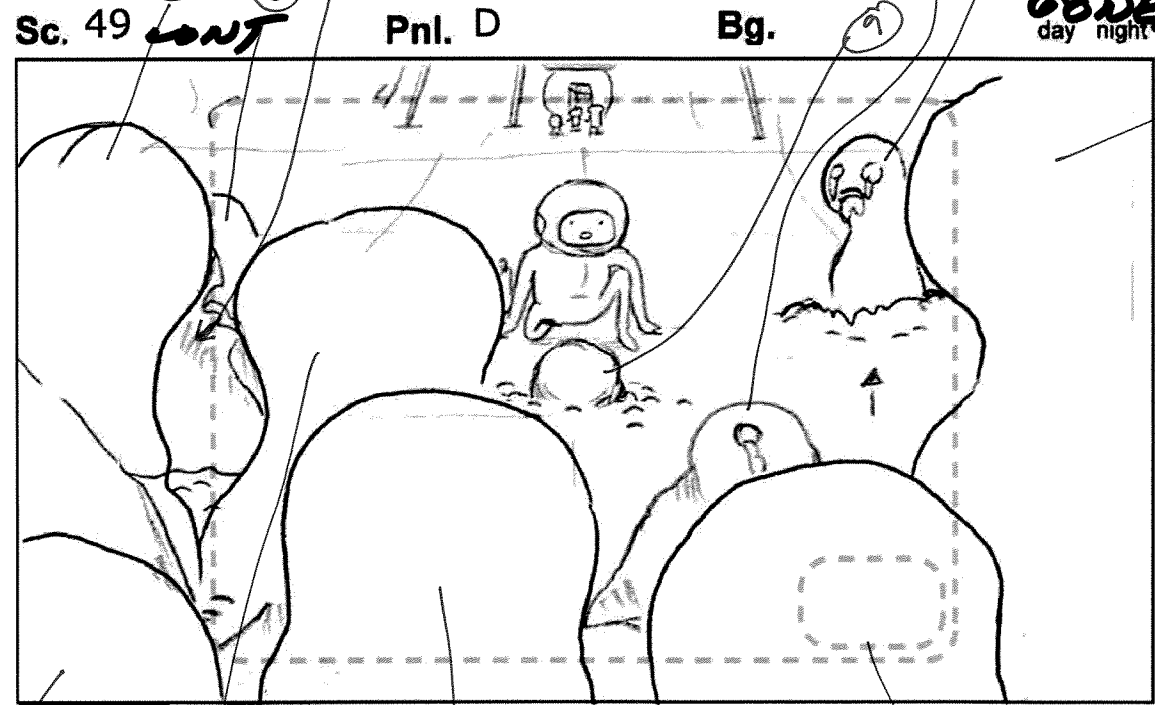
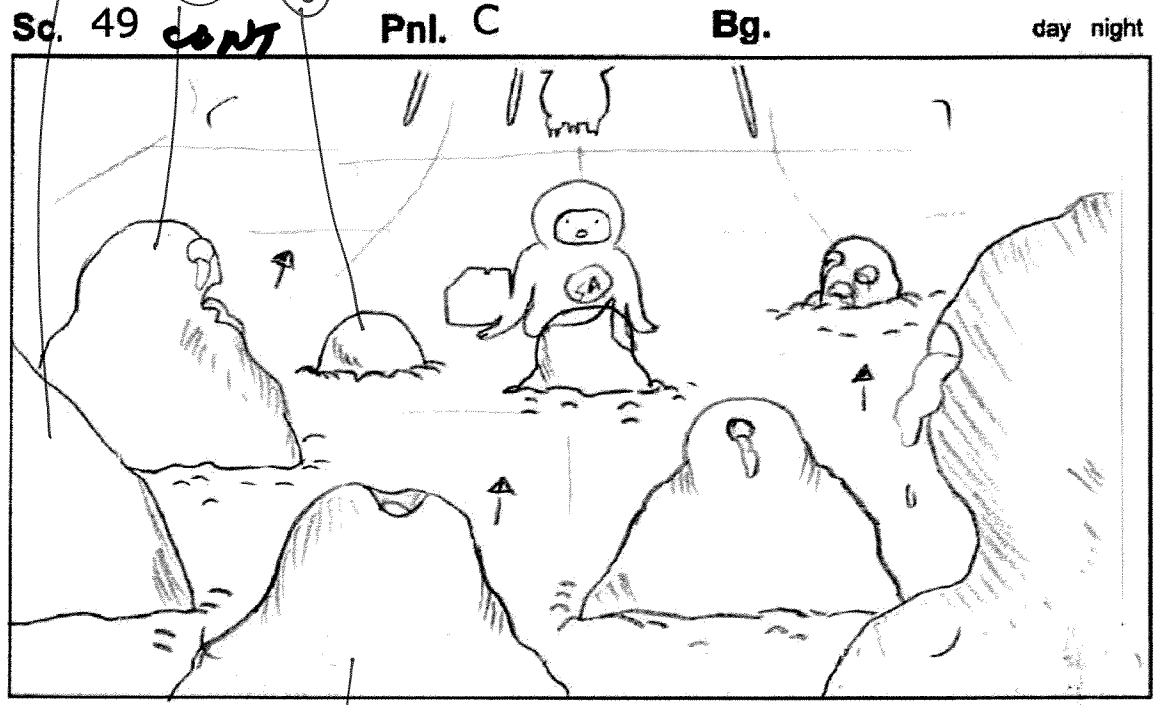
1014/151

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ADVENTURE TIME



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~~68~~ NEXT
day night

Dialog:
Action:
Timing:

JUN 27 2009

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1014/151
Production :

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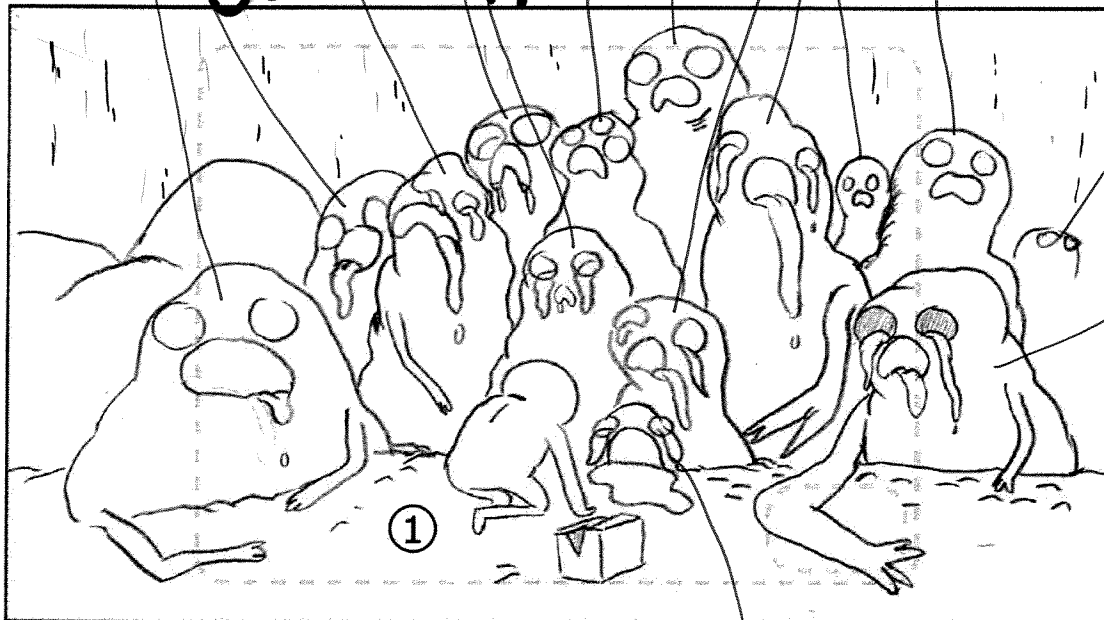
1014/151

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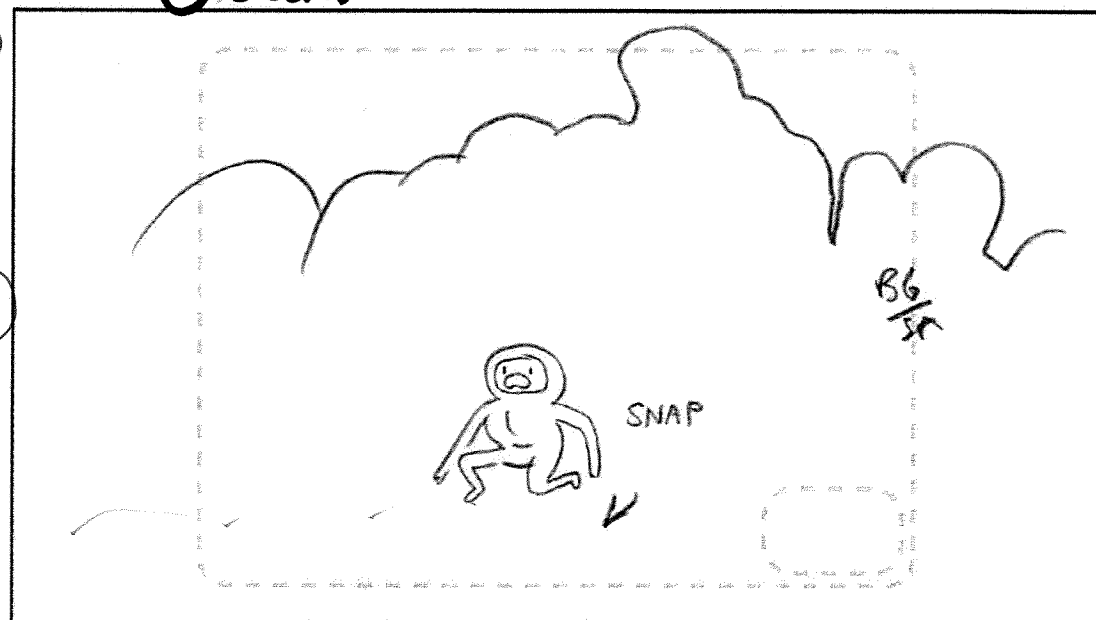
ADVENTURE TIME



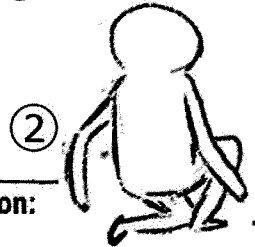
Sc. **50** Pnl. **A** Bg. day night



Sc. **50 cont** Pnl. **B** Bg. day night



Dialog:



Action:

-600 DUDES RISE FROM THE GROUND

-PB TURNS QUICKLY

(PB) Guys!

Timing:

JUN 27 2013

Production :

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1014-151
1014/151

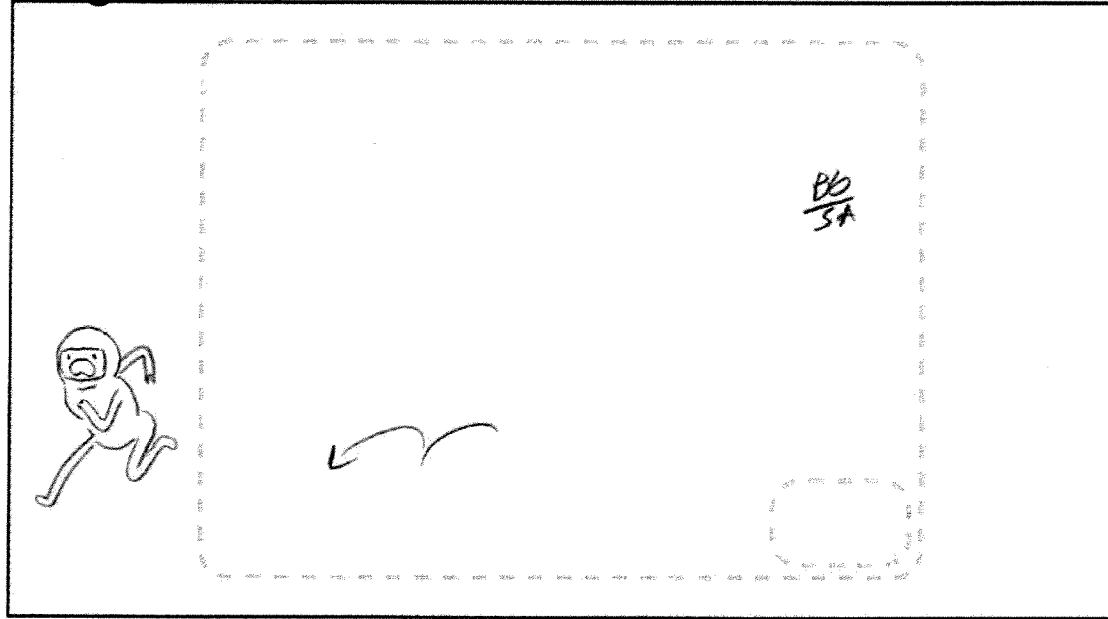
1014/151

ADVENTURE TIME



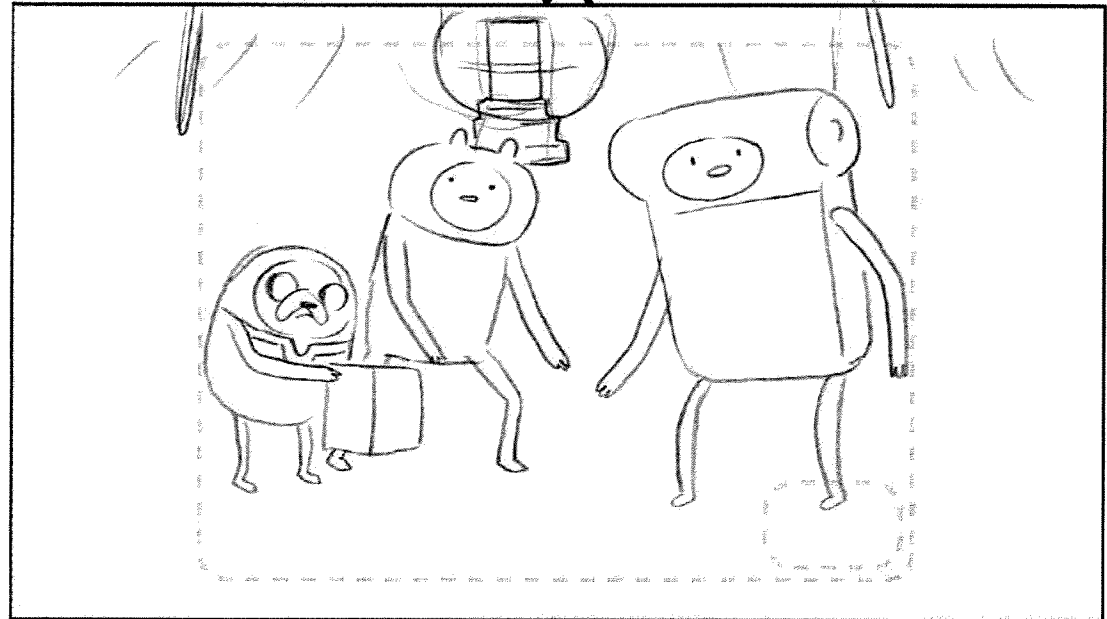
Sc. 50 cont Pnl. e Bg.

day night



Sc. 51 Pnl. A Bg.

day night



Dialog:	(PB) RUNNNN!!!
Action:	-PB RUNS OFF/S
Timing:	

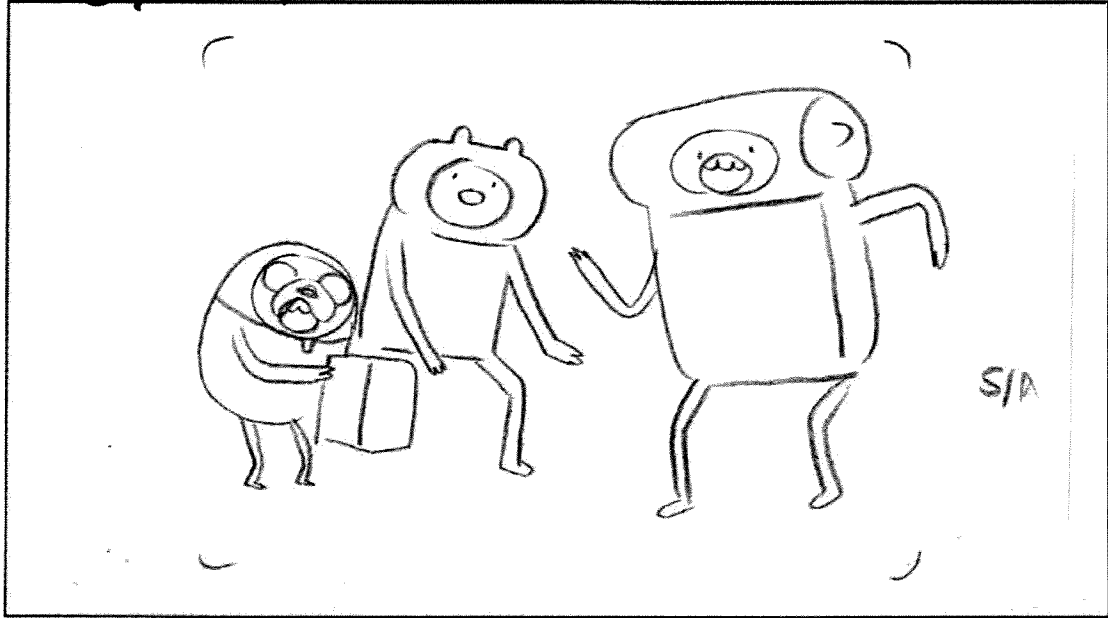
JUN 27 2013

EPISODE # 1014-151
1014/151
Production :

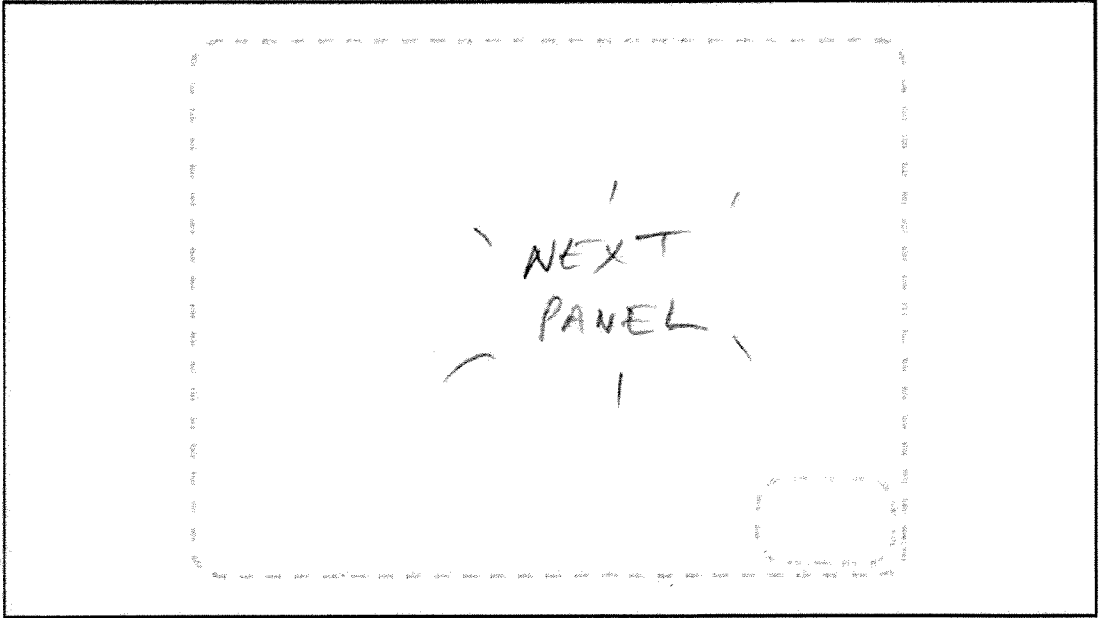
ADVENTURE TIME



Sc. 5/CONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<p>JAMES + JAILE SCREAM</p>
Action:	<p>- FINN opens MOUTH BUT DOESN'T SCREAM</p> <p>JUN 27 2013</p>
Timing:	

EPISODE # 1014-151
1014/151
Production :



②



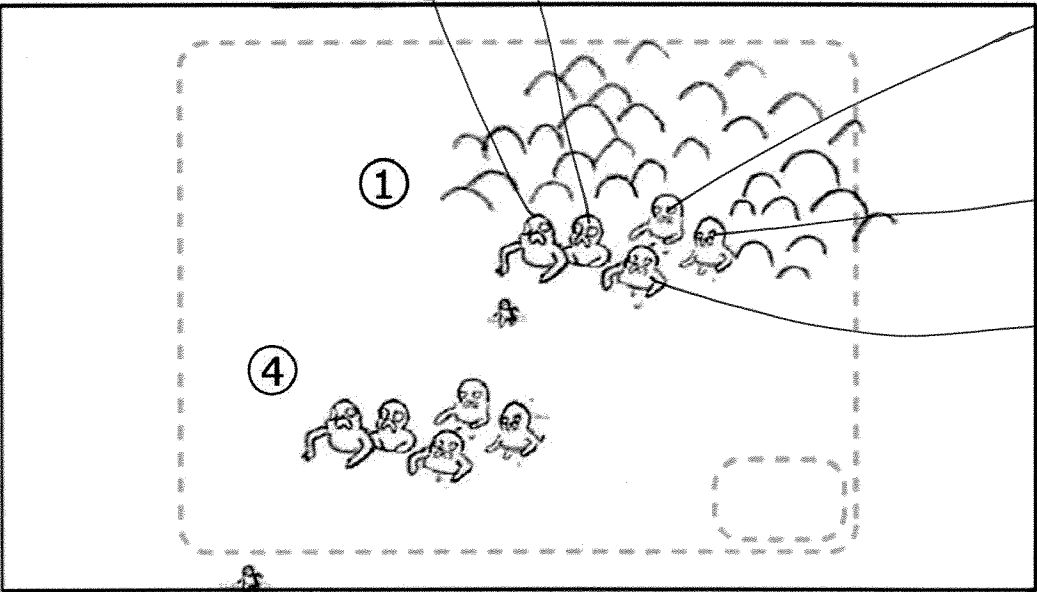
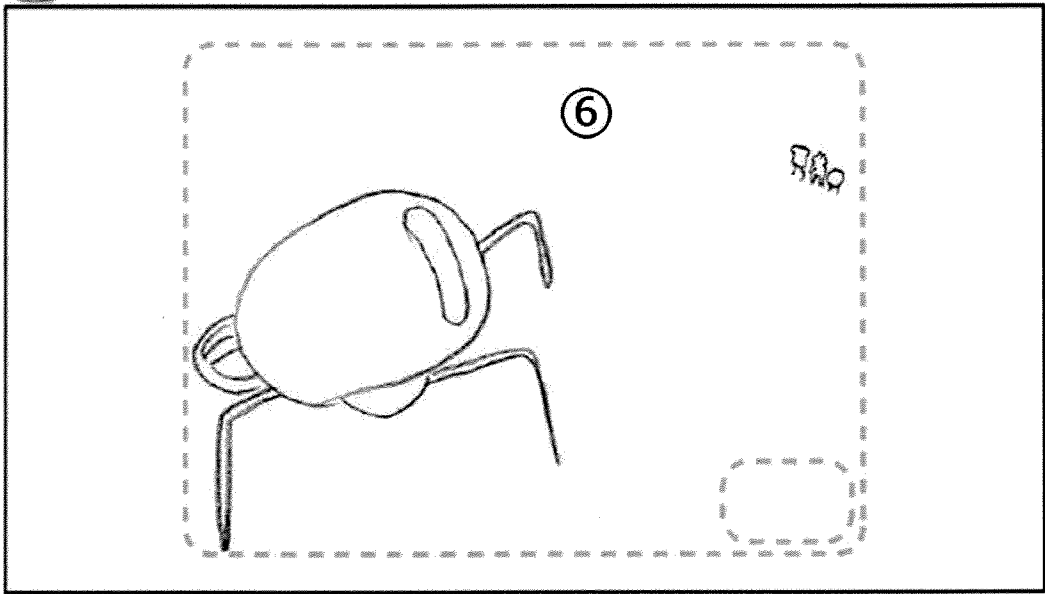
③



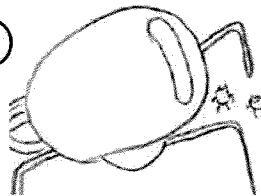
1014/51



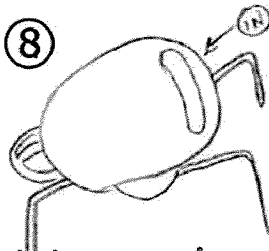
-PB starts to run
then camera pans
past her
-cam. pans to F, J & J
-F, J & J start to run.
F & Jake run fast. James moves like a robot
lagging behind



⑦



⑧

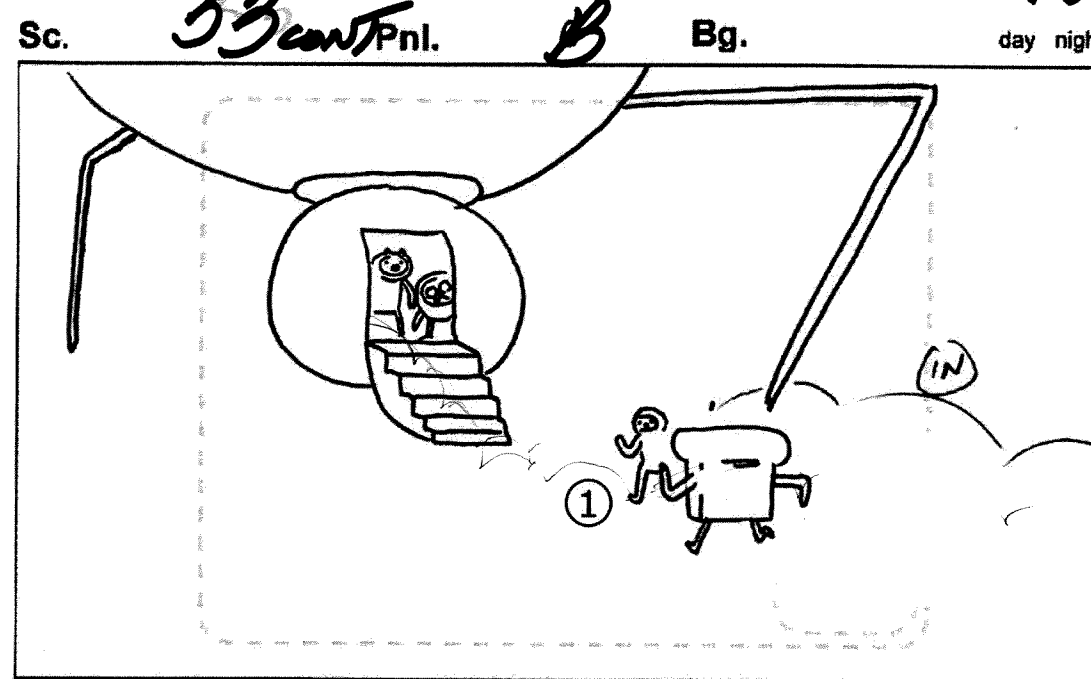
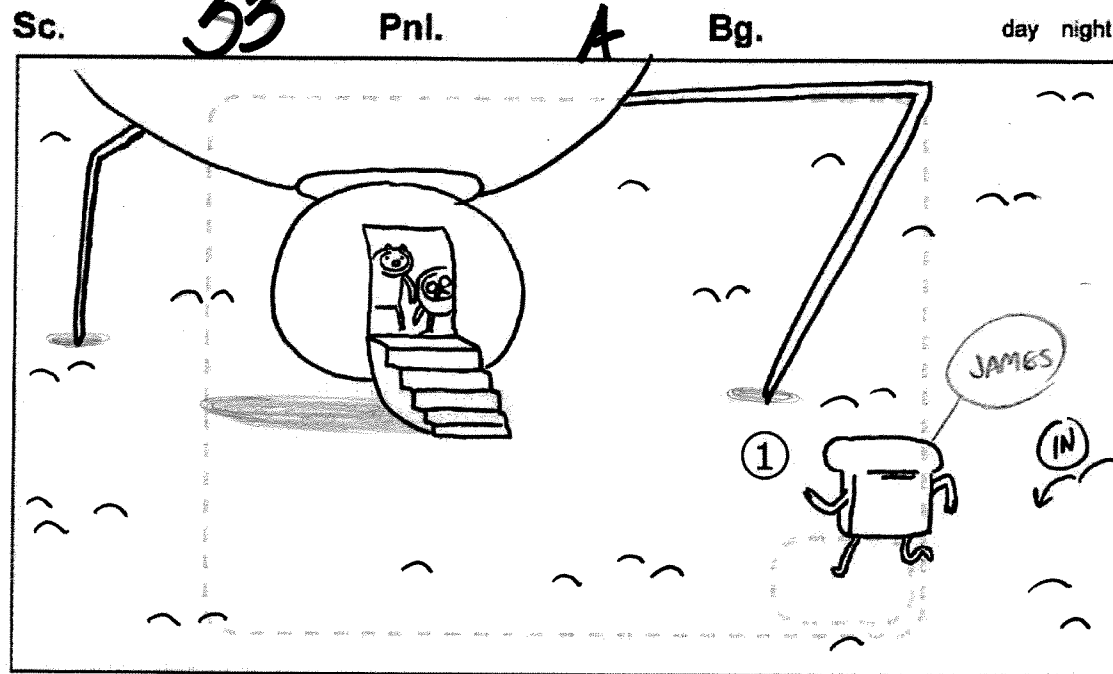


JUN 27 2013

1014/151

1014/151

ADVENTURE TIME



Dialog:

J- urrt urrt urrt

PB: james, speed up that sack lunch!

Action:

- James moves mechanically
and slowly RUNS TOWARDS SHIP

- PB RUNS ON/S AND PASSES JAMES.

JUN 27 2013

Timing:

②



③



②



Production :

EPISODE #

1014-151

1014/151

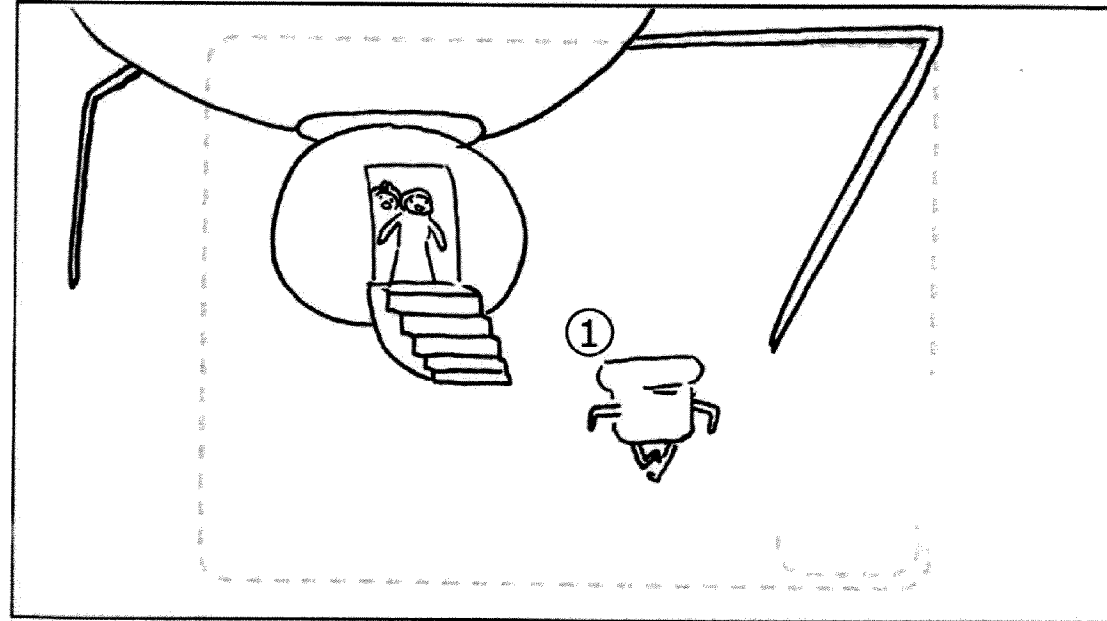
ADVENTURE TIME



Page **73**

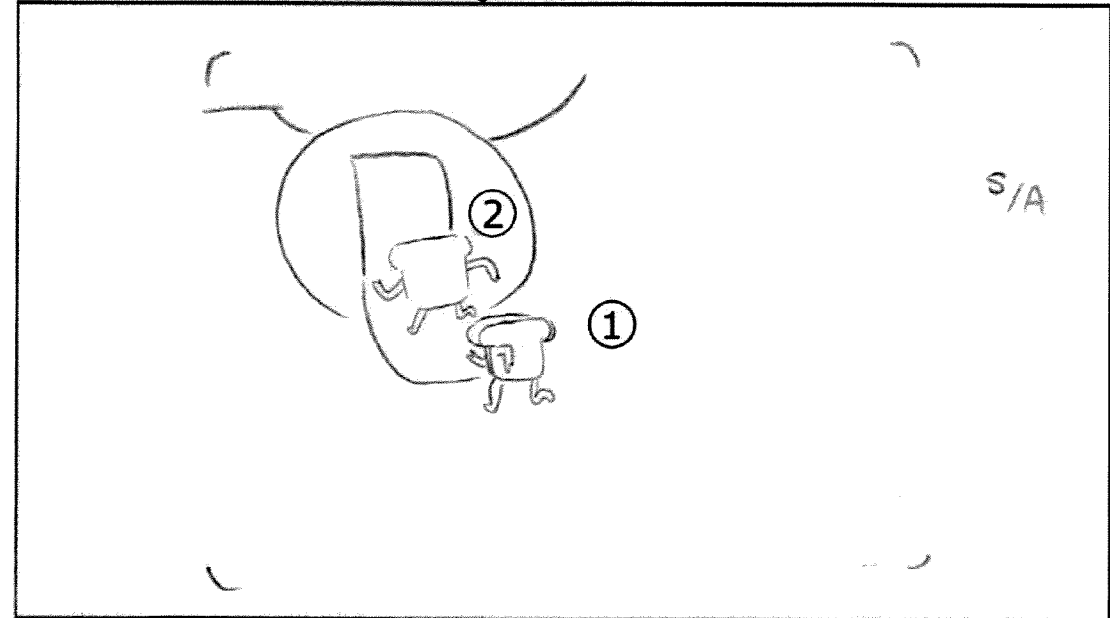
Sc. **53 cont** Pnl. **C** Bg.

day night



Sc. **53 cont** Pnl. **D** Bg.

day night



Dialog:

J: vrrt vrrt vrrt

J: (FASTER) VRRR VRRR VRRR

Action:



- JAMES QUICKENS HIS PACE

JUN 27 2013

Timing:

EPISODE #

1014-151

1014/151

Production :

1014/151

1014/151

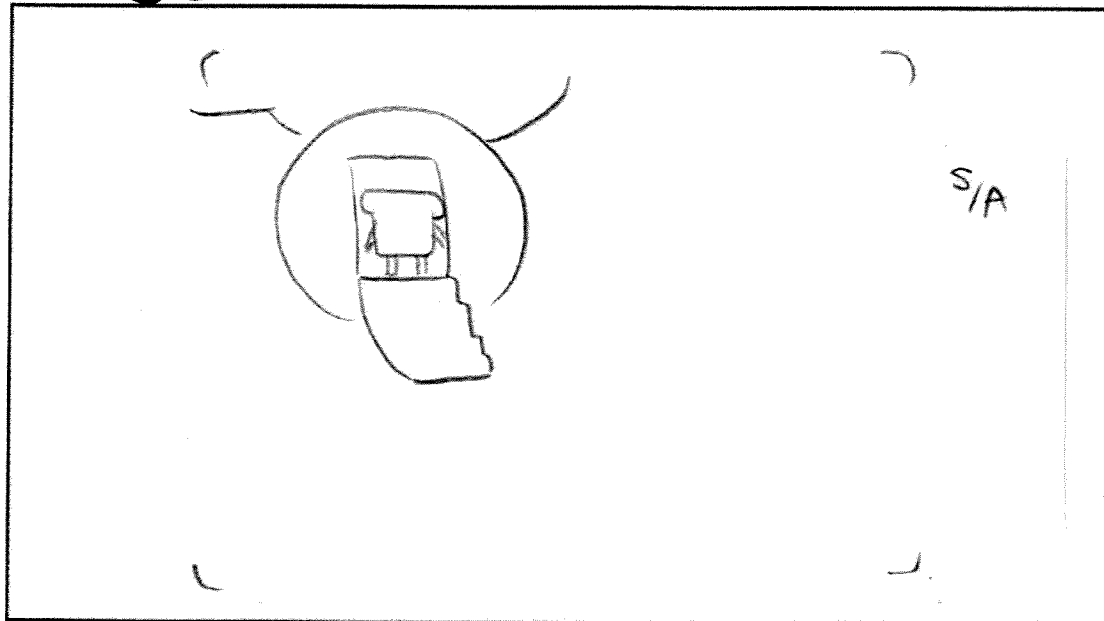
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ADVENTURE TIME

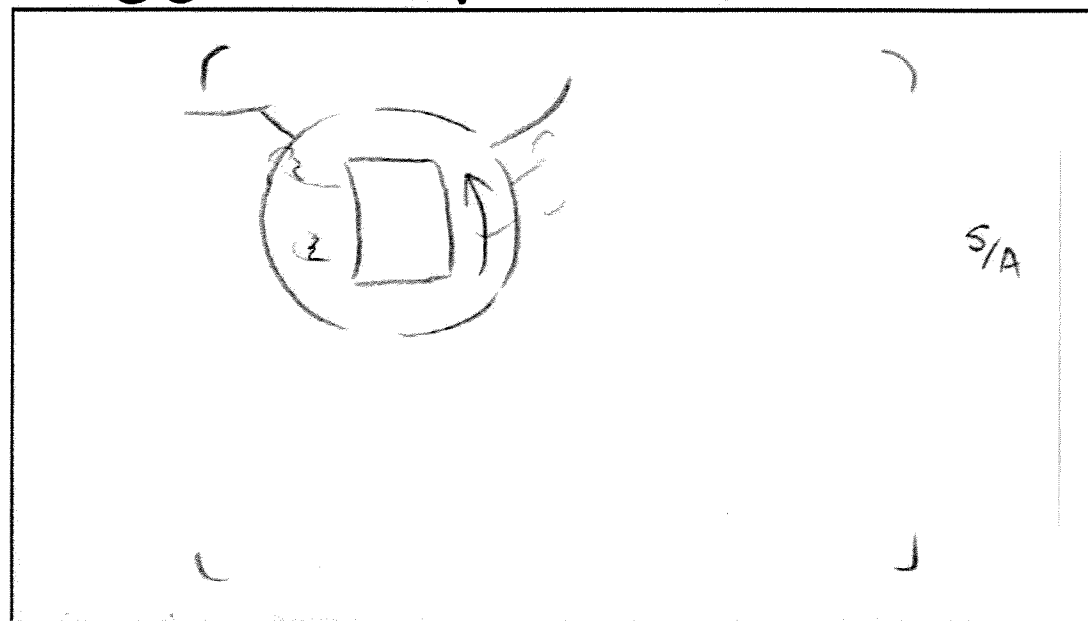


Page **74**
day night

Sc. **53cont** Pnl. **E** Bg. day night



Sc. **53cont** Pnl. **F** Bg. day night



Dialog:

SFX: * KSHHH *

Action:

-RAMP CLOSES
-SMALL PUFFS OF STEAM ESCAPE

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

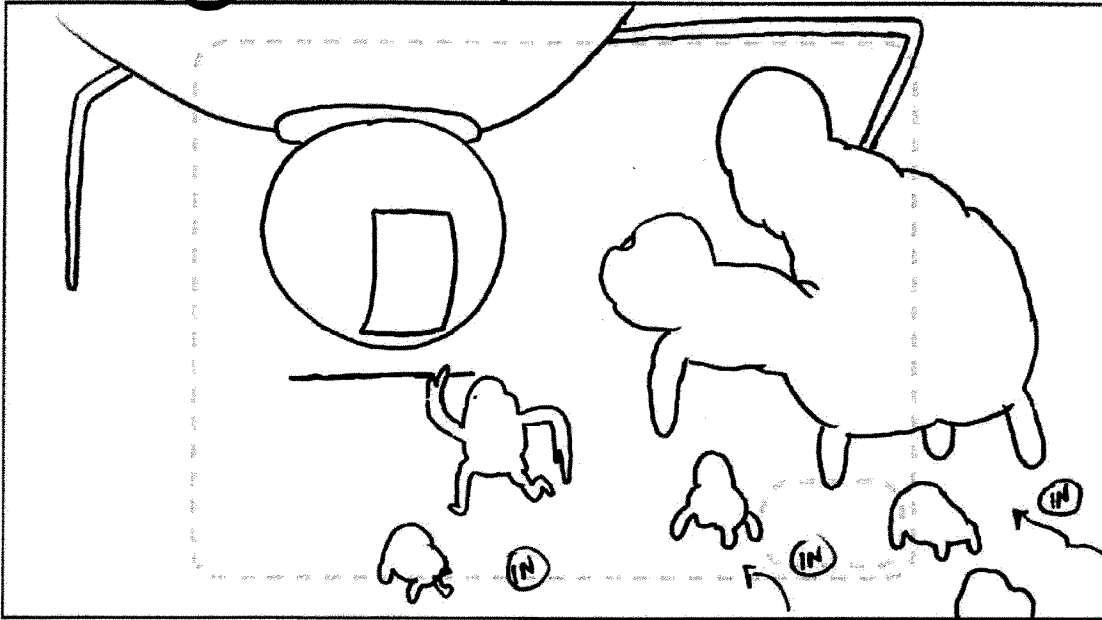
1014/151

ADVENTURE TIME

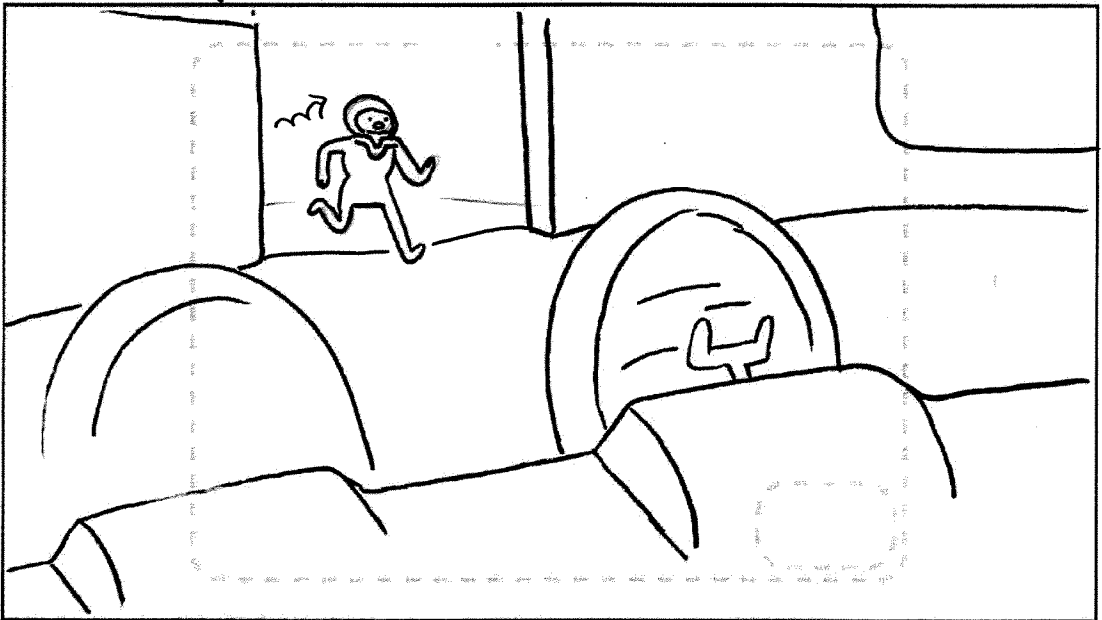


Page 75

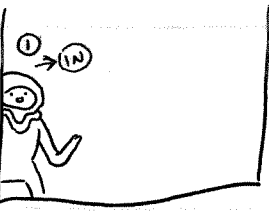
Sc. 53 cont Pnl. 6 Bg. day night



Sc. 54 Pnl. A Bg. day night



Dialog:	<u>GOO</u> <u>(monsters)</u> [growl.]	
Action:	<u>-GOO Monsters charge in after</u>	<u>PB Runs into shot up steps</u>
Timing:		



EPISODE # 1014-151
1014/151

Production :

1014/151

1014/151

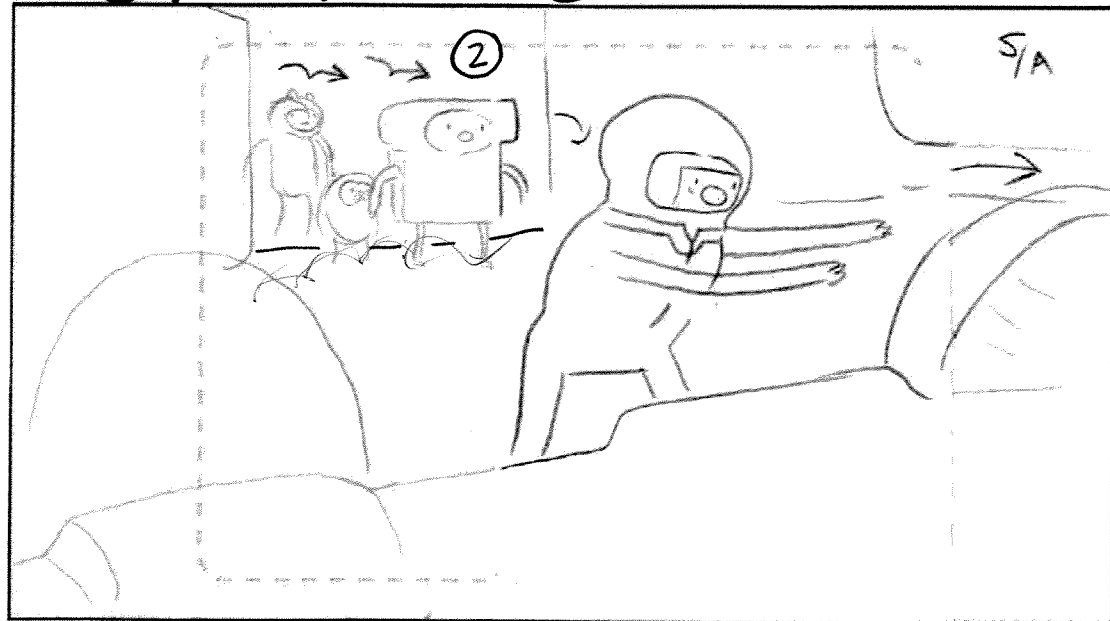
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ADVENTURE TIME

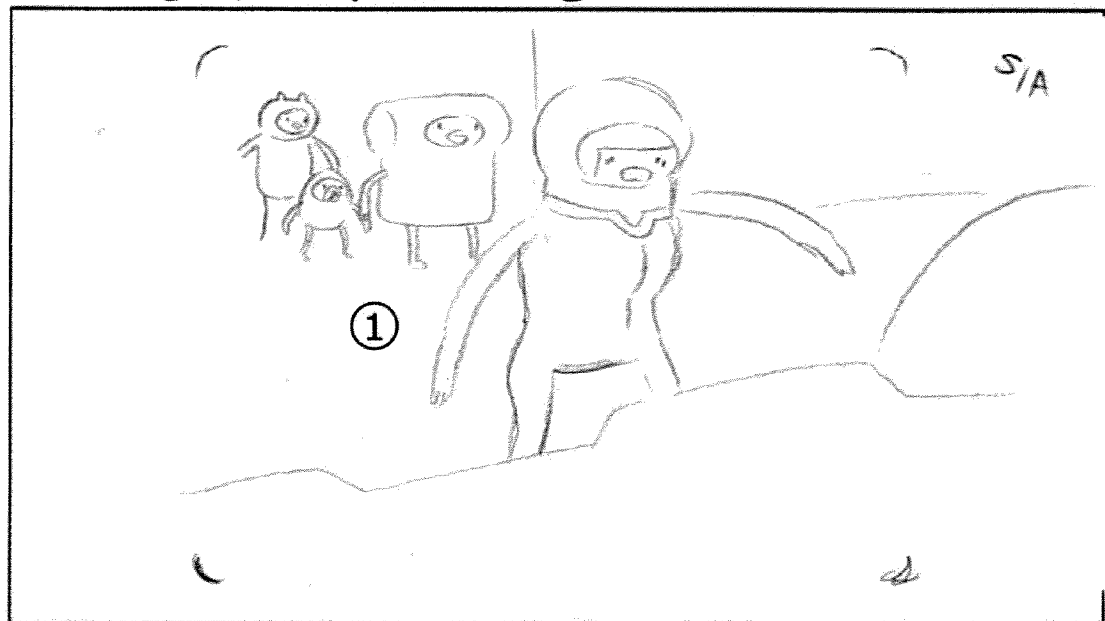


Page **76**

Sc. **54cont** Pnl. **B** Bg. day night



Sc. **54cont** Pnl. **C** Bg. day night

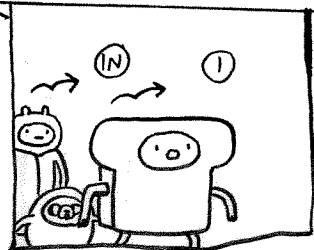


Dialog:

PB: [GRUNT]

Action:

- PB KNOCKS OVER chair
- F, J + JAMES WALK ON/S. up steps, through door



JUN 27 2013

(HITS
BUTTON)

EPISODE # 1014-151

1014/151

Production :

1014/151

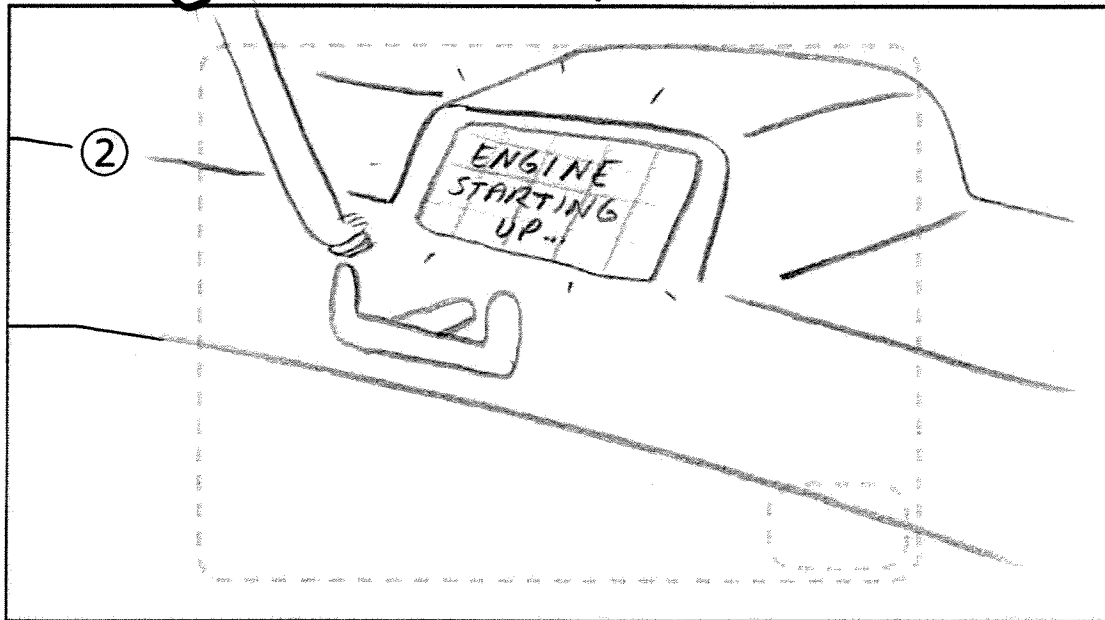
1014/151

ADVENTURE TIME

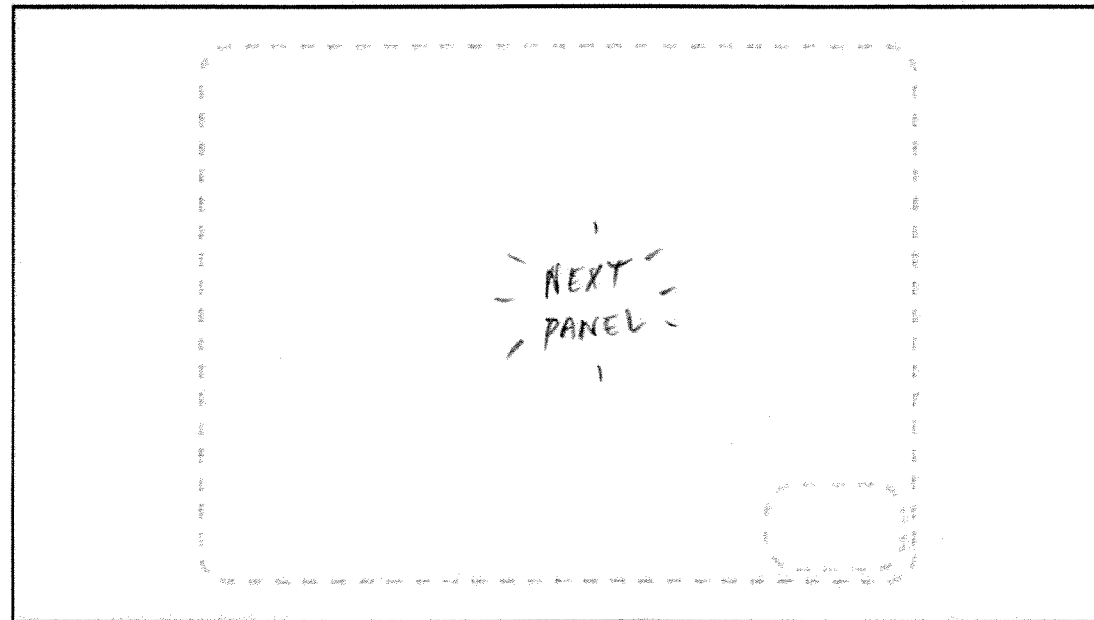


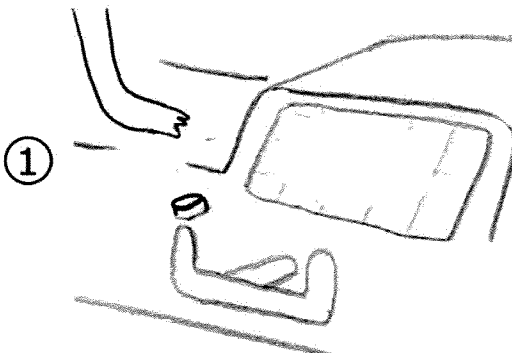
Page 77

Sc. 55 Pnl. A Bg. day night



Sc. Pnl. X Bg. day night



Dialog:	<u>SFX - BEEP BEEP BEEP</u>	
Action:	<u>LIGHT FLASHES</u>	
Timing:		<div>JUN 27 2013</div>

EPISODE #

1014-151

1014/151

Production :

1014/151 1

1014/151

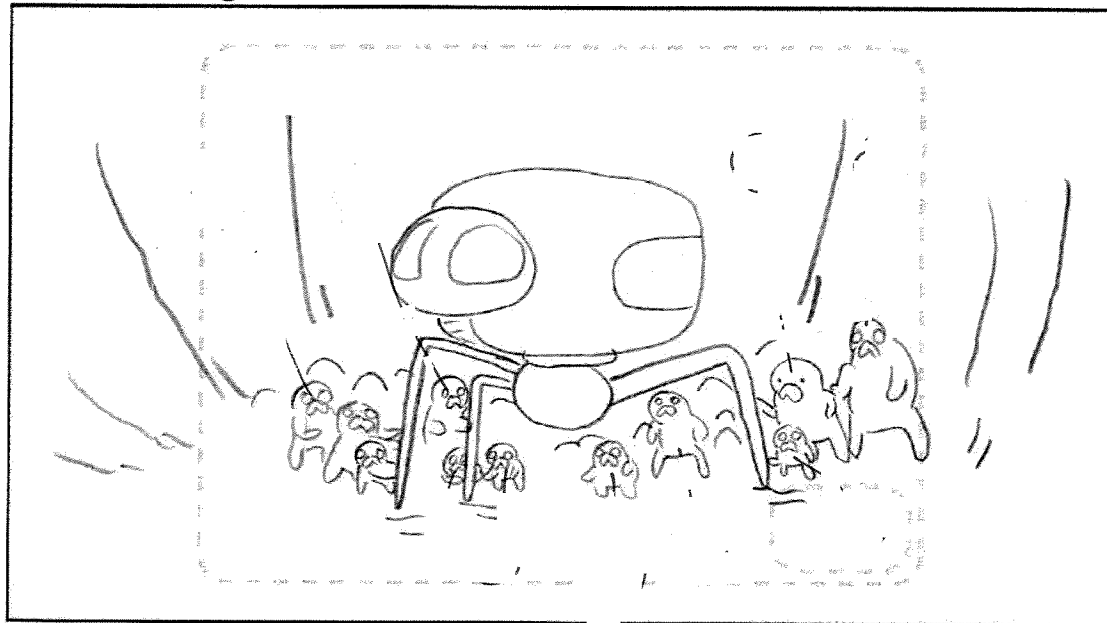
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ADVENTURE TIME

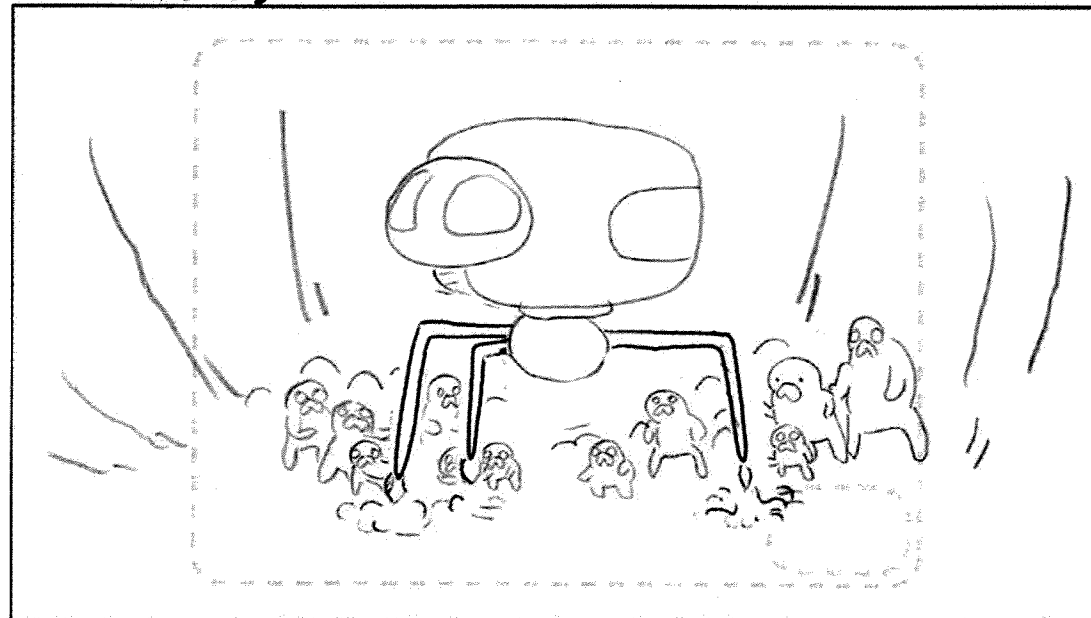


Page **78**

Sc. **56** Pnl. **A** Bg. day night



Sc. **56** *cont* Pnl. **B** Bg. day night



Dialog:

Goo Monsters : [GROANING WALLA]

Action:

rockets on ship starts

JUN 27 2013

Timing:

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1014/151

Production :

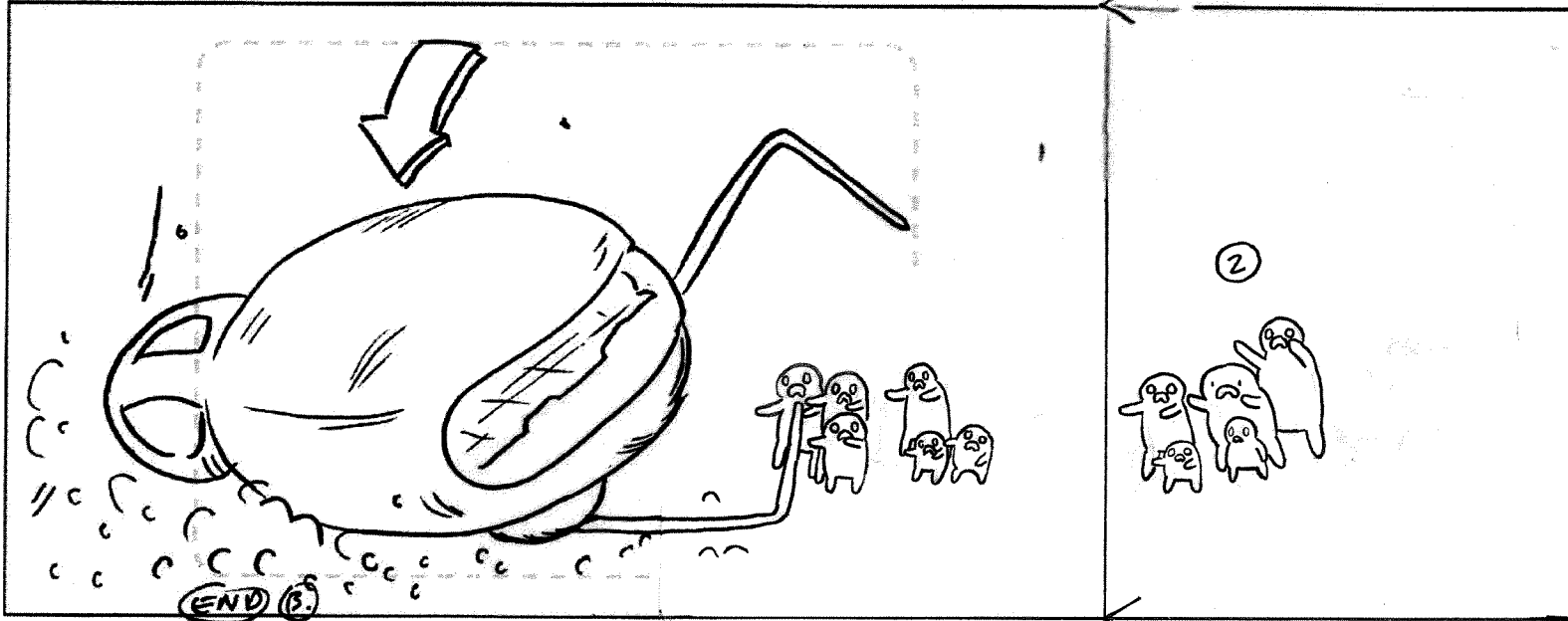
1014/151

ADVENTURE TIME



Page 79

Sc. 56 cont Pnl. C Bg. day night



START (A)

Dialog:

GOO MONSTERS.

Sfx- Machine crunching, smash sfx

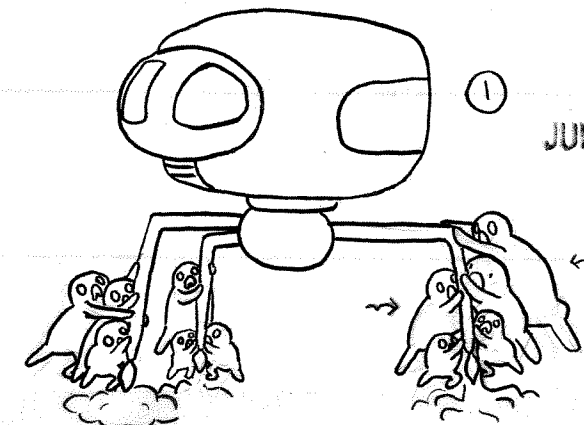
(PUSHING WALL)

Action:

- MONSTERS push ship
- ship falls toward foreground
- cam pans w/ action

(B) ← (A)
(PAN)

Timing:



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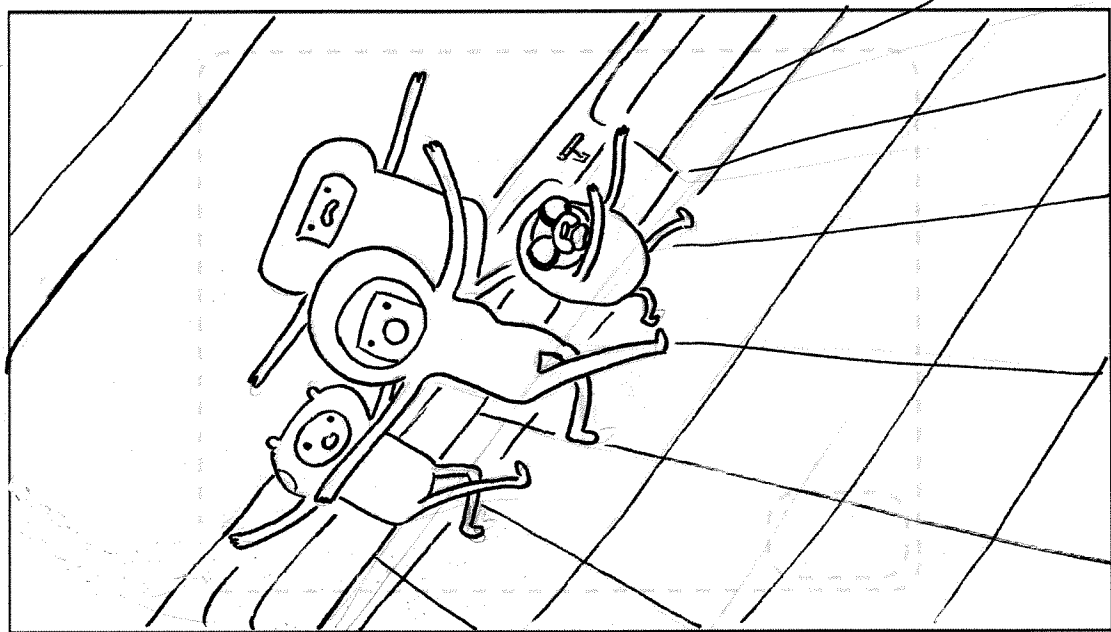
1014/151

1014/151

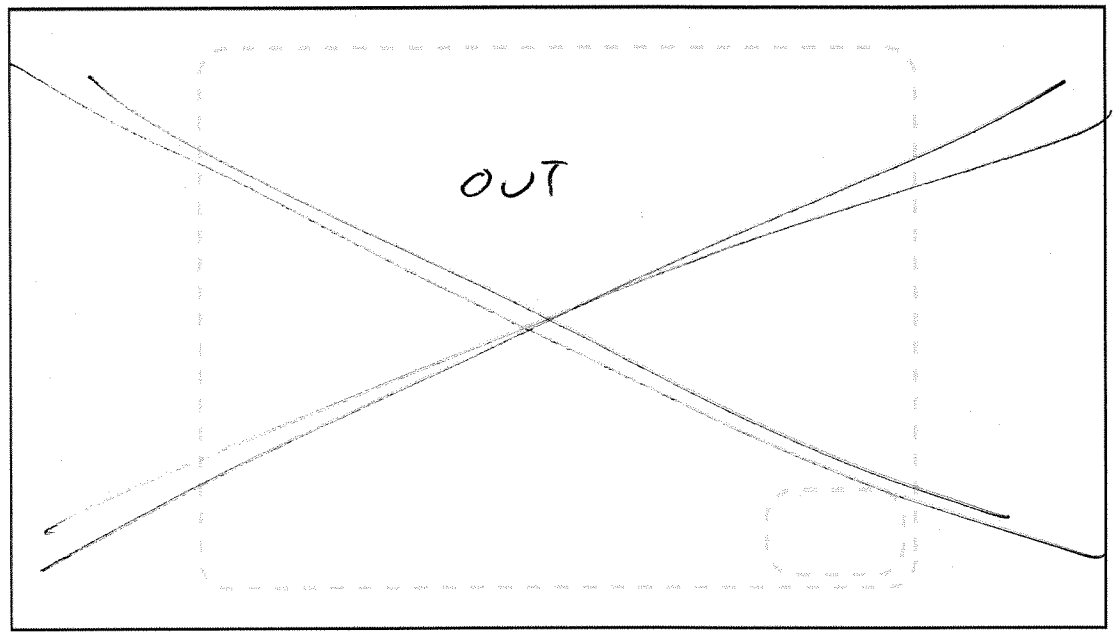
ADVENTURE TIME



Sc. 57 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:
<u>A11</u> : WHOOOOBAA....
Action:
Timing:

JUN 27 2013

EPISODE # 1014-151

Production :

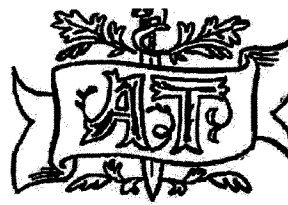
1014/151

1014/151

1014/151

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ADVENTURE TIME



NO
SC
58

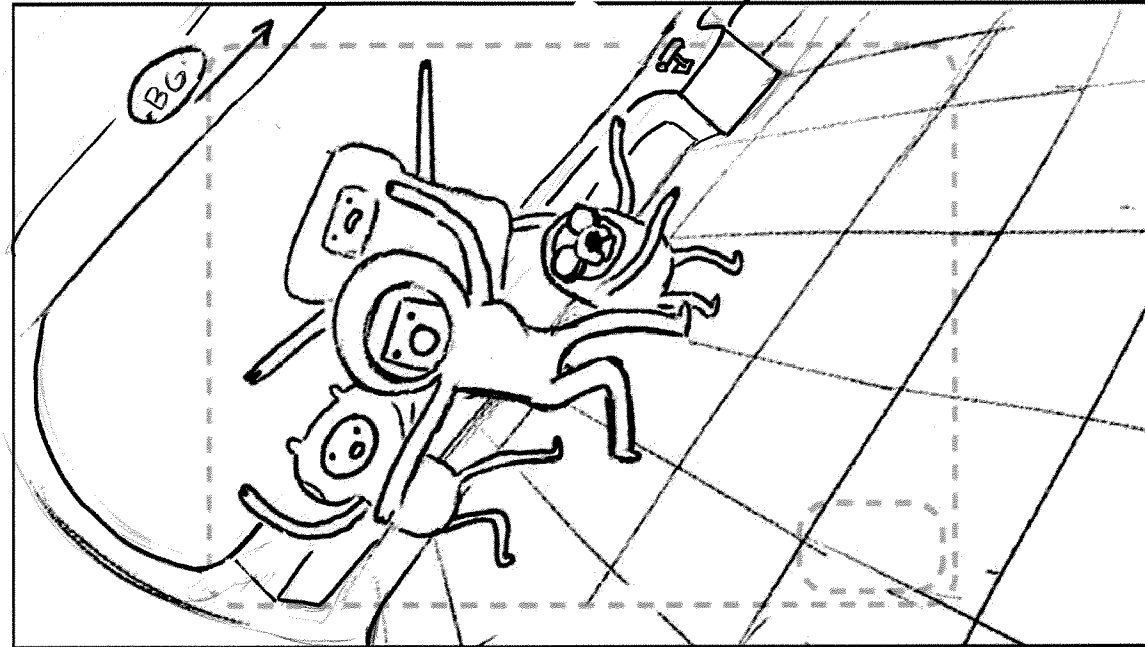
Page 81

Sc. 57 *CONT*

Pnl. *B*

Bg.

day night

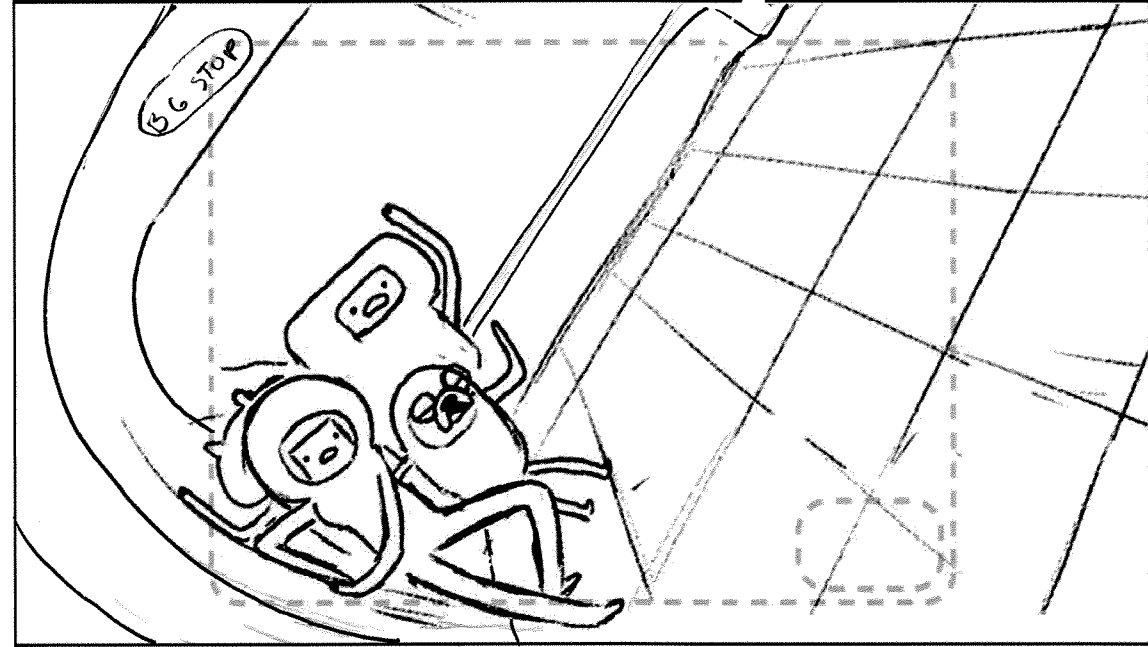


Sc. 57 *CONT*

Pnl. *C*

Bg.

day night



Dialog:

ALL: (CONTD) Whooooaaa!!!

All: *impact grunt*

Action:

Timing:

JUN 27 2011

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1014/151

Production :

1014/151

1014/151

ADVENTURE TIME



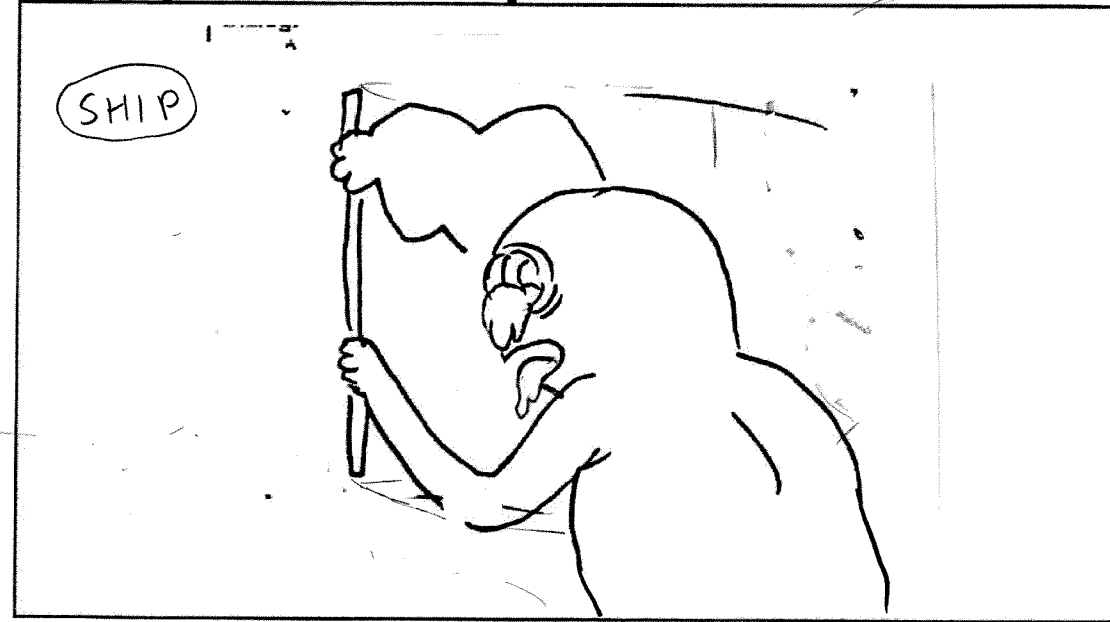
Page 82

Sc. 59

Pnl. A

Bg.

day night

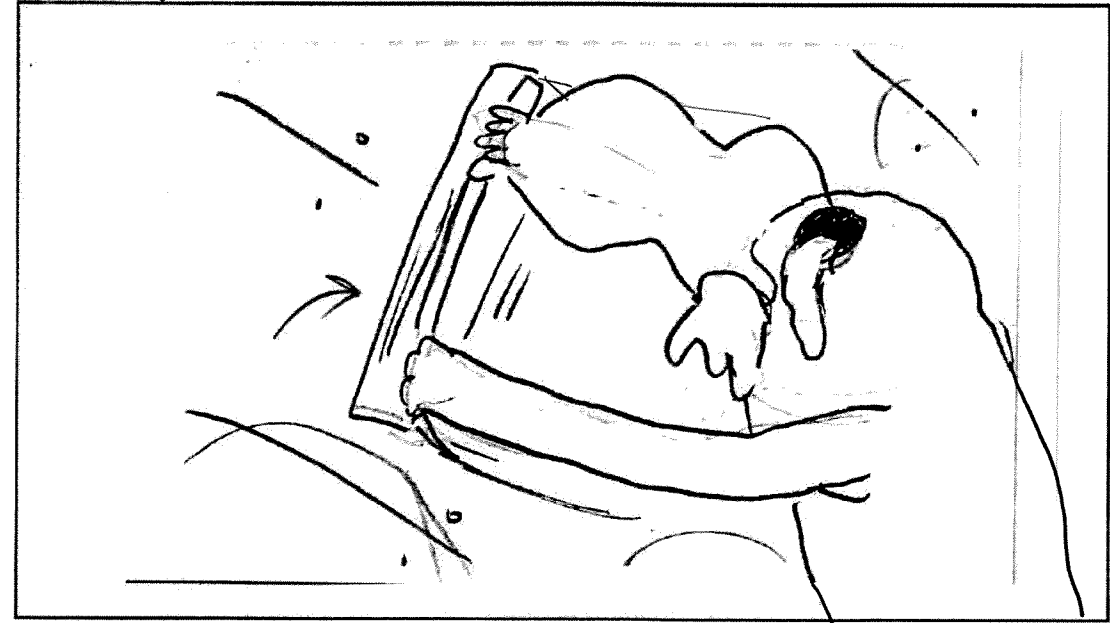


Sc. 59 cont

Pnl. B

Bg.

day night



Dialog:

GOO MONSTER #1 : [LOUD GRUNT]

Action:

- monster tears at side panel.

JUN 27 2013

Timing:

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1014/151

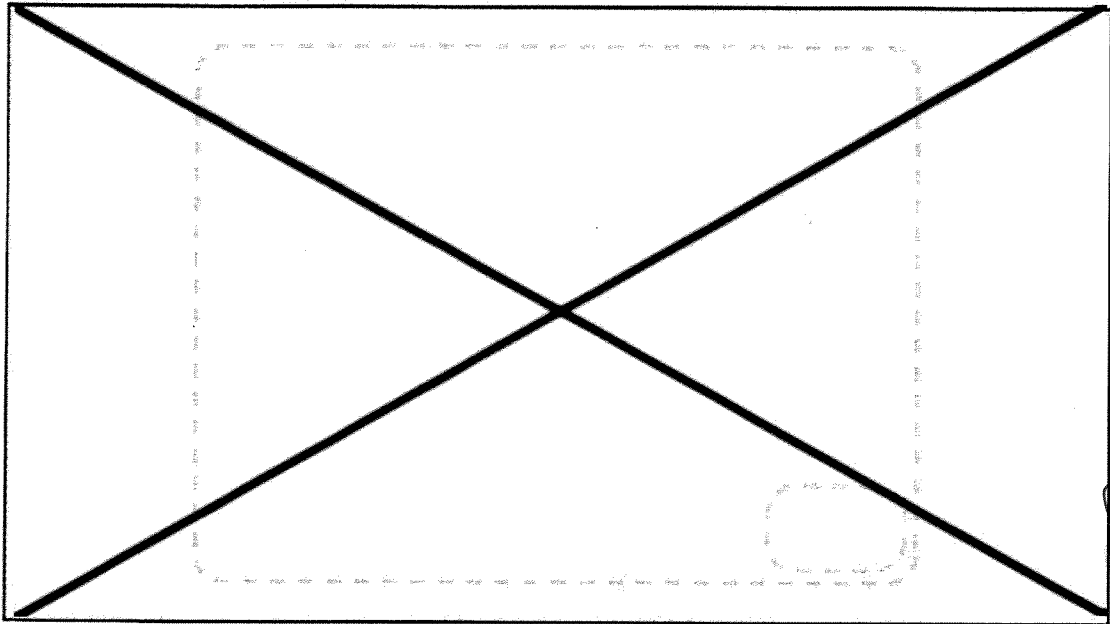
Production :

1014/151

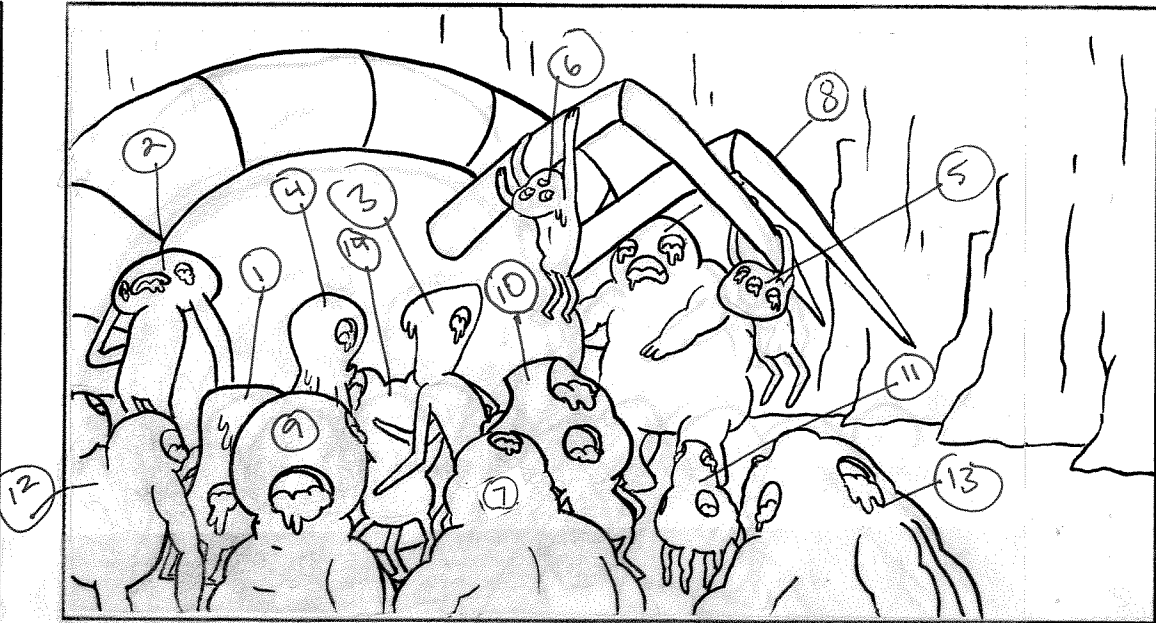
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog:	GOO MONSTERS: [GROWLING]	
Action:	MONSTERS HANG ON LEGS	
Timing:	JUN 27 2013	

EPISODE #

1014-151

1014/151

Production :

1014/151

1014/151

ADVENTURE TIME



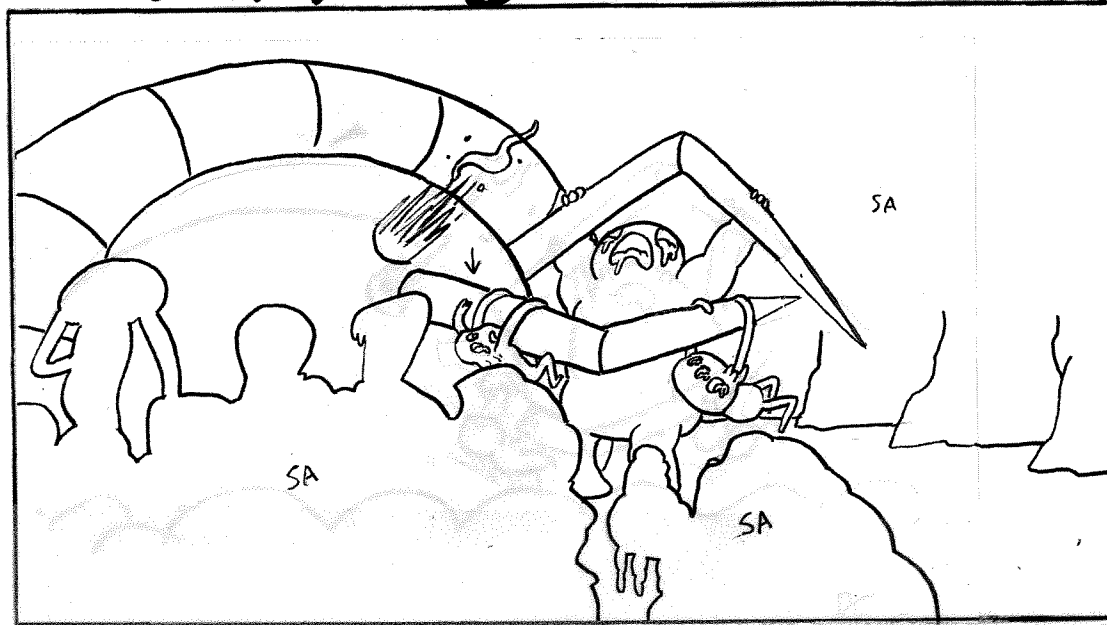
NO
SC
61

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Sc. 60 cont Pnl. B

Bg.

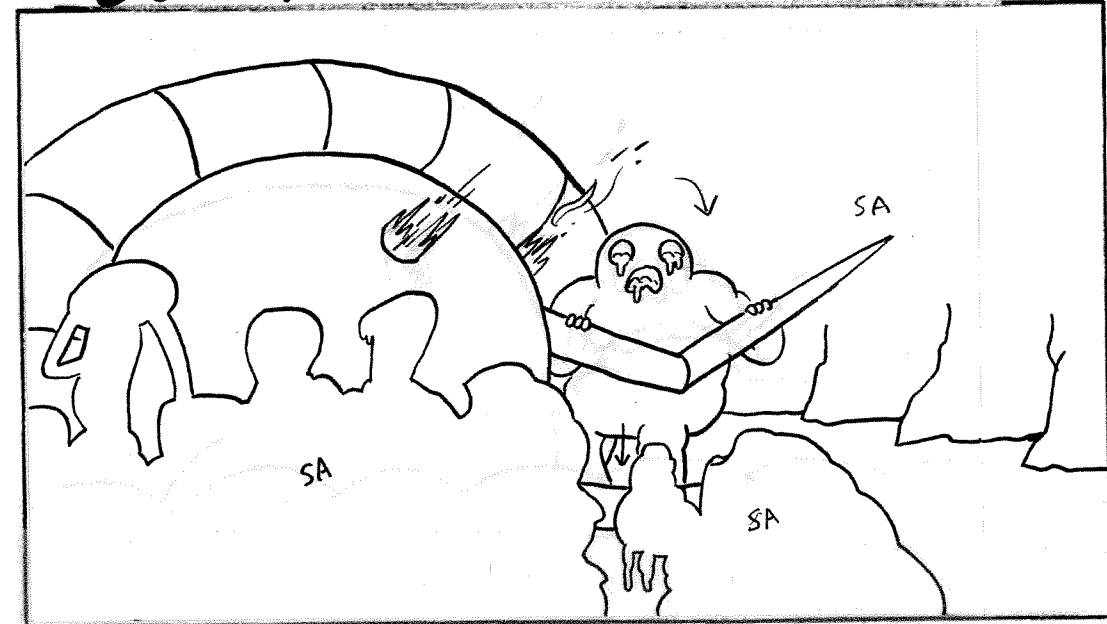
day night



Sc. 60 cont Pnl. C

Bg.

day night



Dialog:

GOO MONSTER: [ROARS]

Action:

- GOO MONSTERS SNAP OFF leg, leg off
big monster tears

Rips off
leg.

Timing:

JUN 27 2013

Production :

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1014-151

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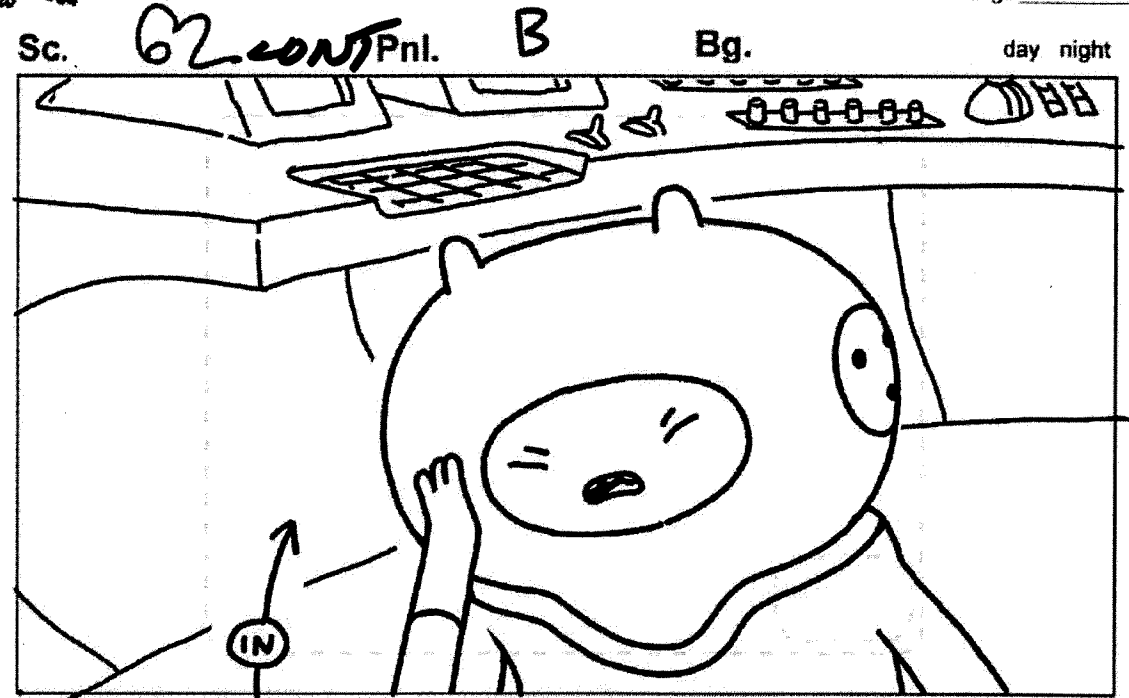
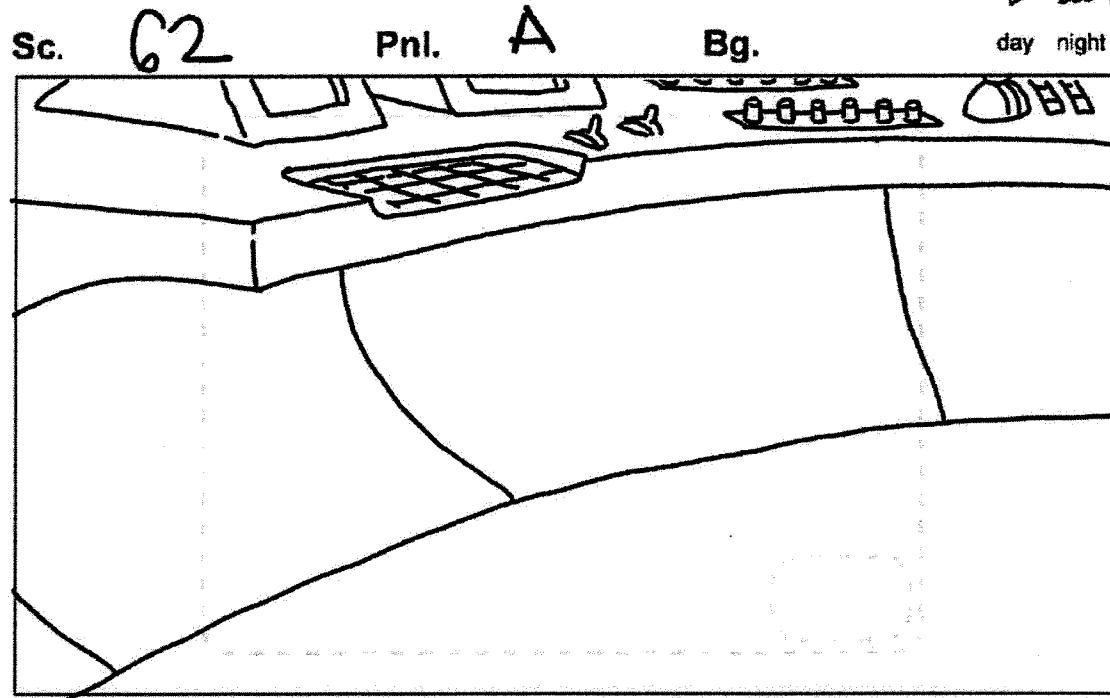
1014/151

1014/151

ADVENTURE TIME



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Dialog:
Action:
Timing:

- FINN RISES ON/S.

JUN 27 2013

EPISODE # 1014-151

Production :

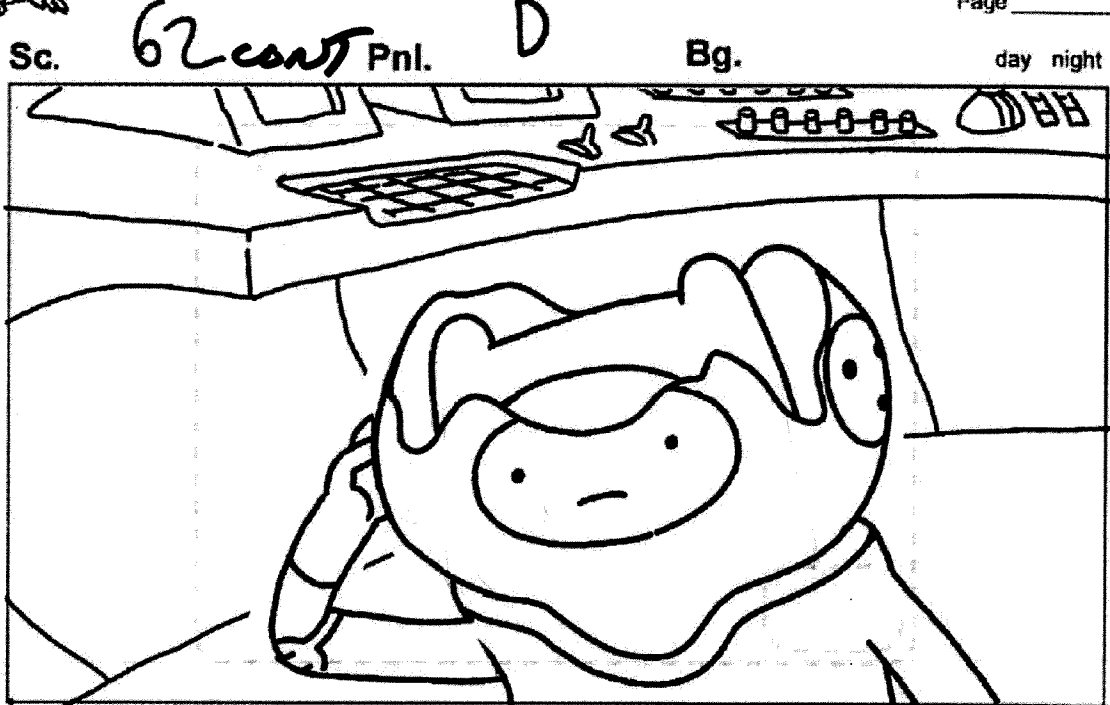
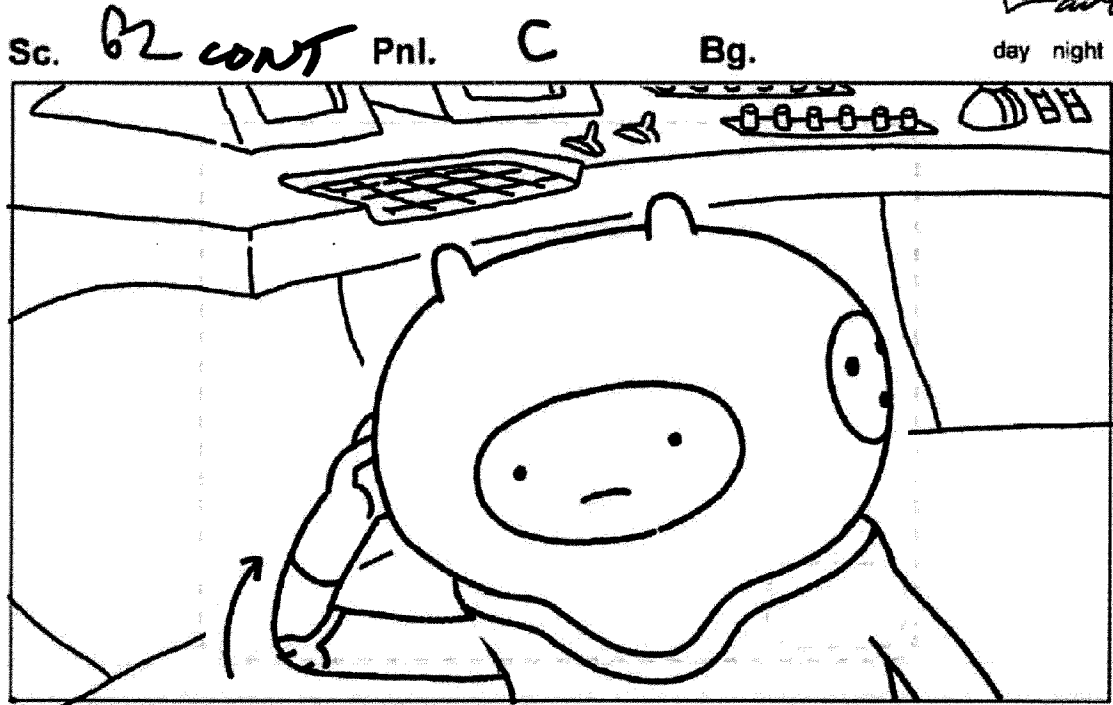
1014/151

1014/151

1014/151

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ADVENTURE TIME



Dialog:	
Action: FINN REACHES UP AND PRESSES HIS HAND AGAINST THE SIDE OF HIS HELMET.	FINN'S HELMET RETRACTS INTO HIS RADIATION SUIT. JUN 27 2013
Timing:	

1014-151
EPISODE #
Production :

1014/151

1014/151

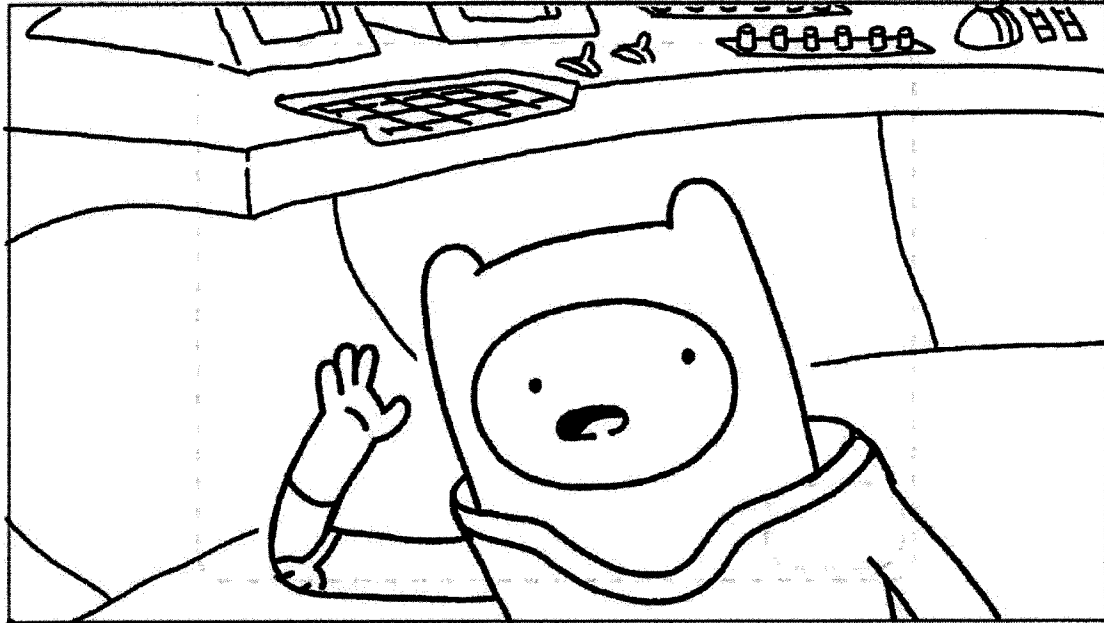
1014/151

ADVENTURE TIME

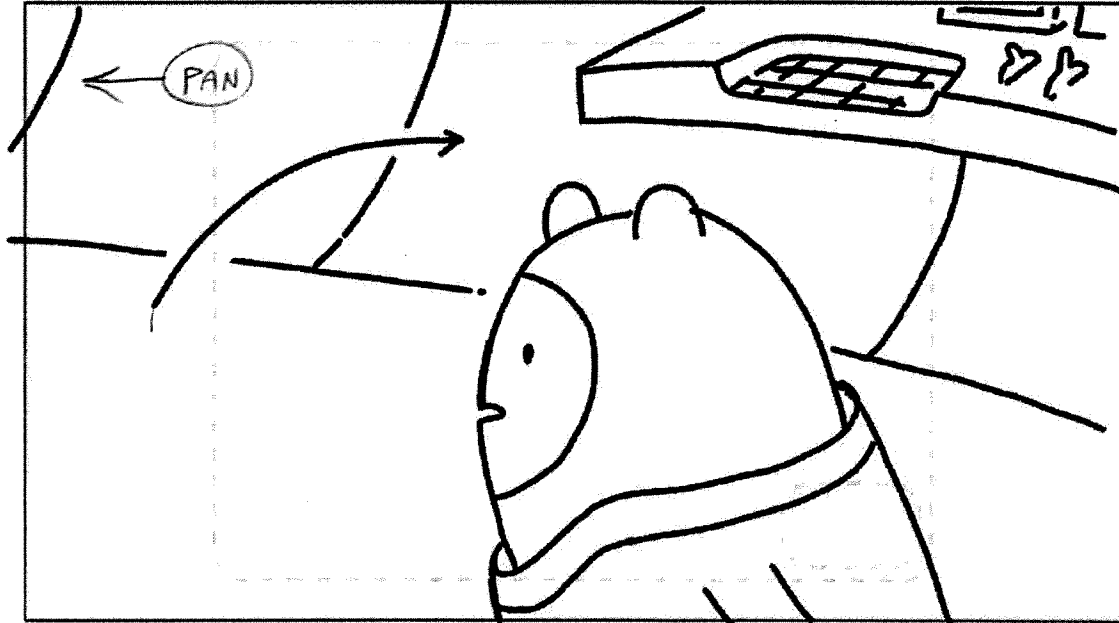


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Sc. 62 cont Pnl. E Bg. day night



Sc. 62 cont Pnl. F Bg. day night



Dialog:

F/EVERYONE OK?

(9/5)

JAKE/ <Muttering Nonsense>

JUN 27 2013

Action:

CAMERA SWINGS AROUND FINN'S HEAD

Timing:

EPISODE # 1014-151

1014/151

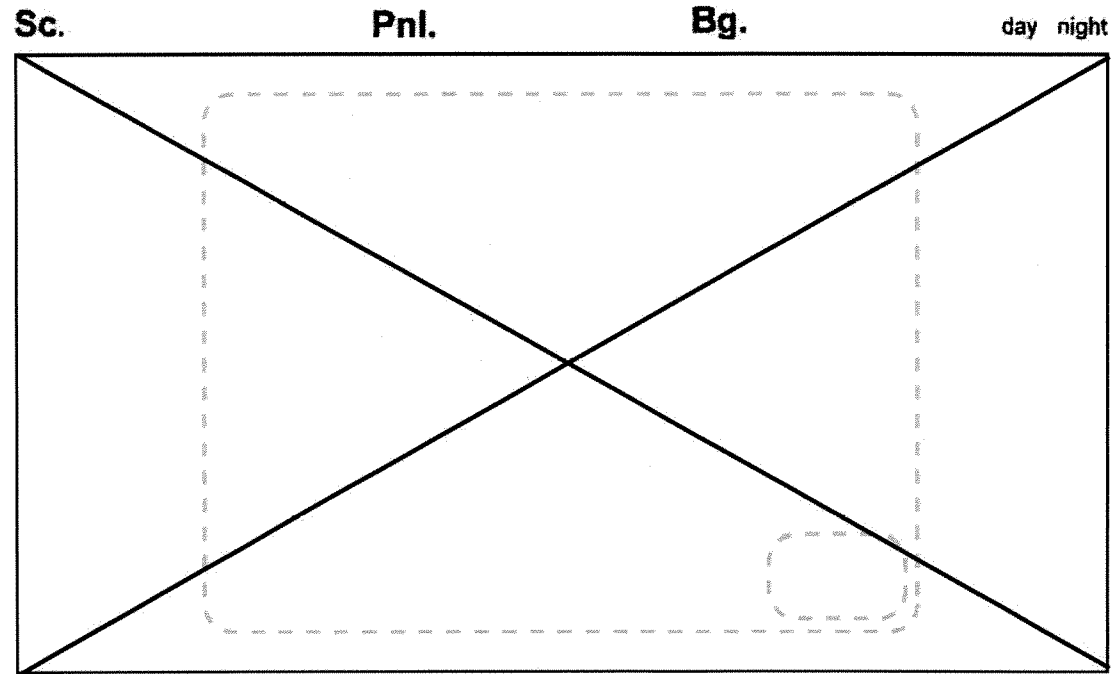
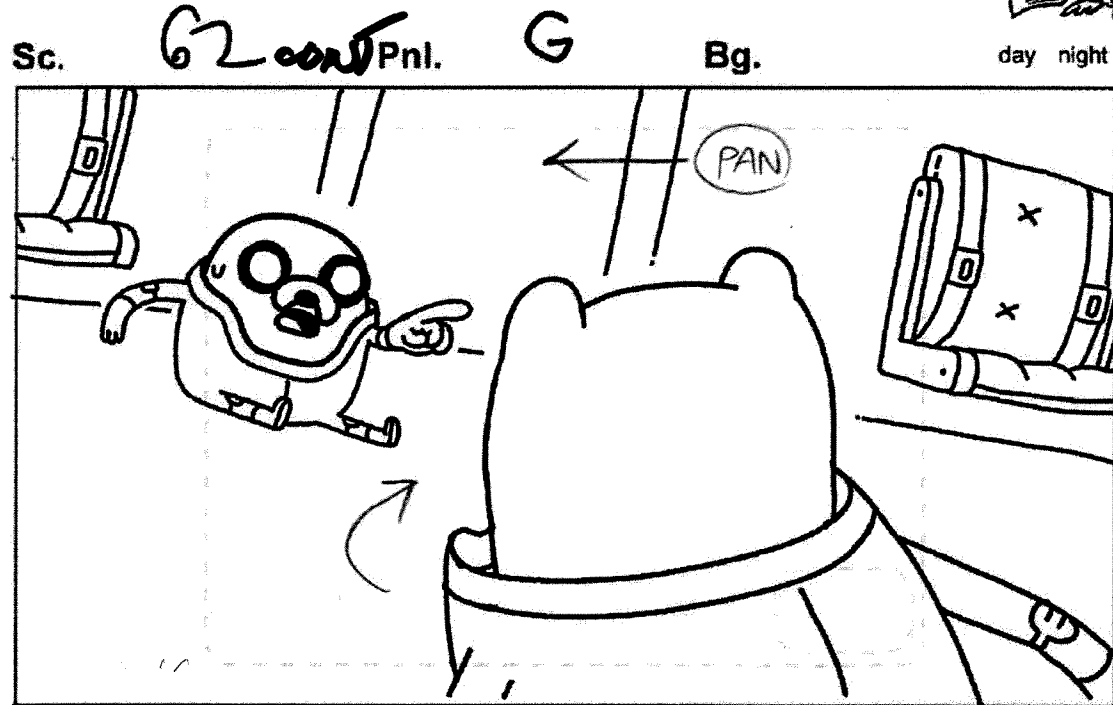
Production :

1014/151 1

ADVENTURE TIME



Page 88



Dialog:	Jake/ <Muttering Nonsense>
Action:	
Timing:	

JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

1014/151

ADVENTURE TIME



NO SC's
63-64

Page 89

Sc. Pnl. Bg. day night Sc. 62 cont Pnl. H Bg. day night



FIELD THE 9A PNL G

F: HUH.

Action: - FINN TURNS TO LOOK.

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

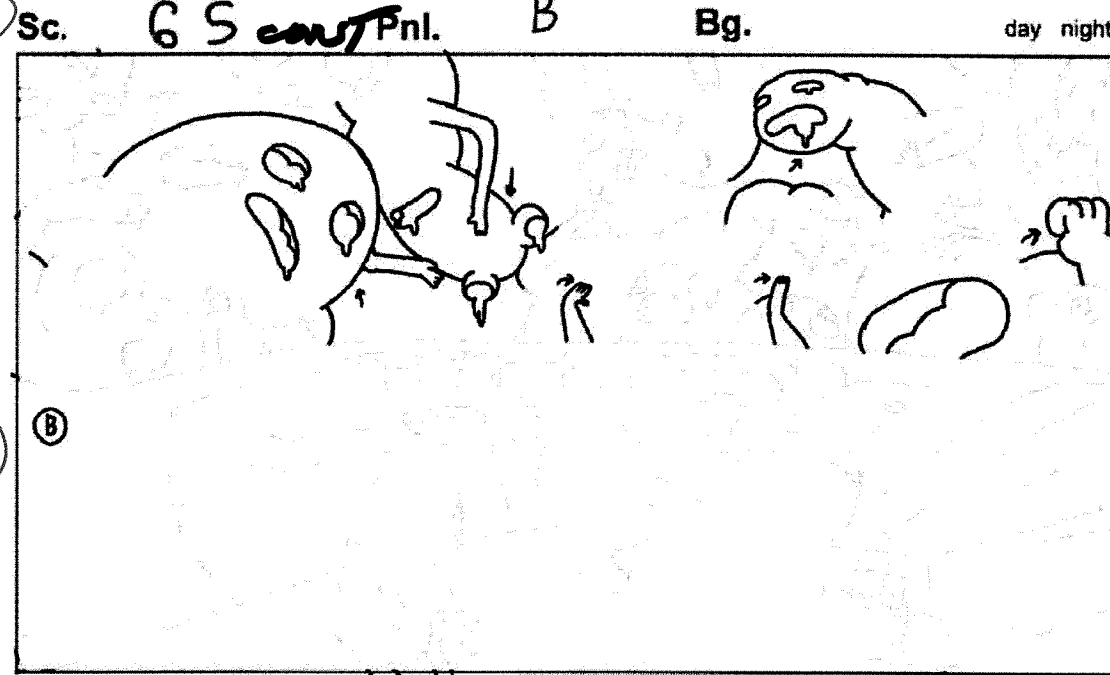
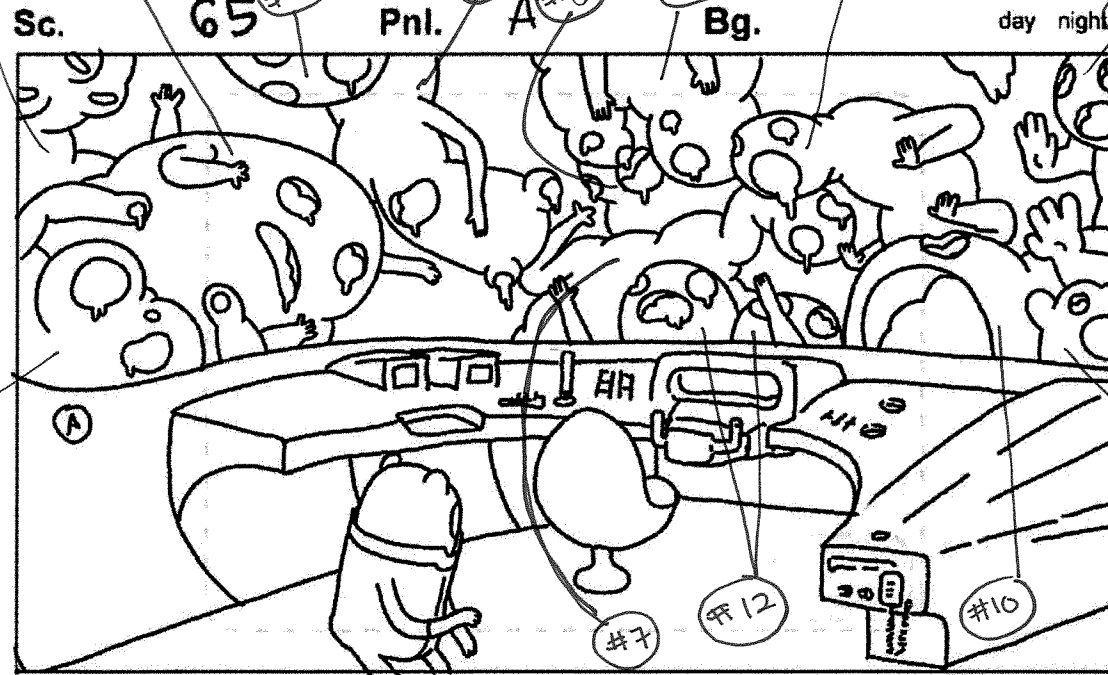
1014/151

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ADVENTURE TIME



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Dialog:

GOO MONSTERS : [ZOMBIE WALLA]

FINN: OH MY GAREF! What are they?!

Action:

OOZE CREATURES ARE COMPLETELY COVERING THE VIEW SCREEN. - PLEASE STAGGER CREATURES MOVEMENTS.
- Creatures move back and forth

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

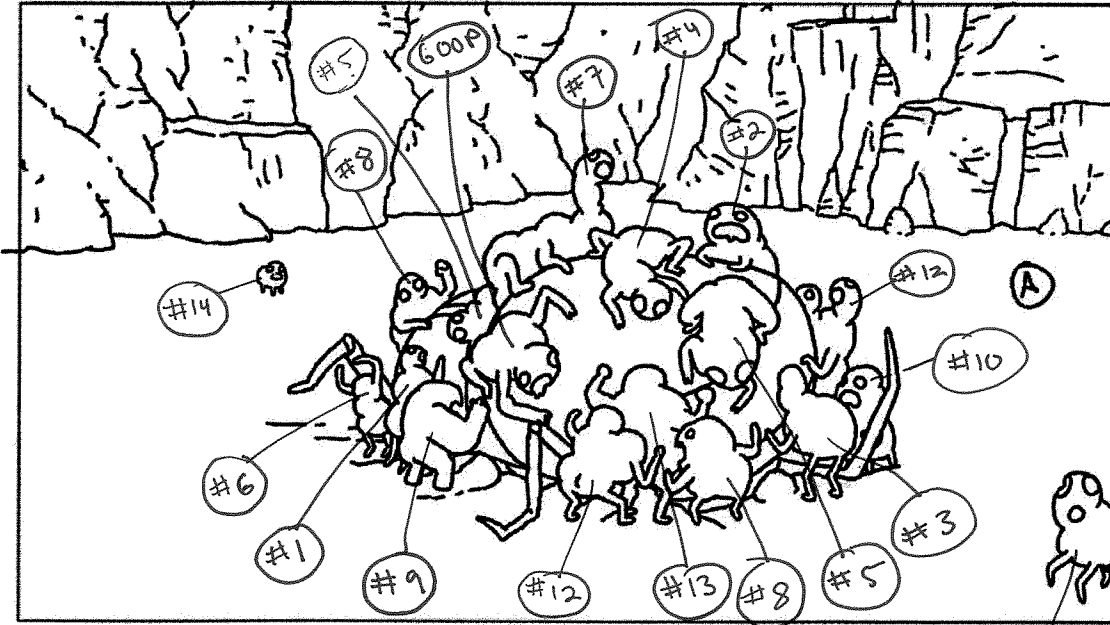
1014/151

ADVENTURE TIME

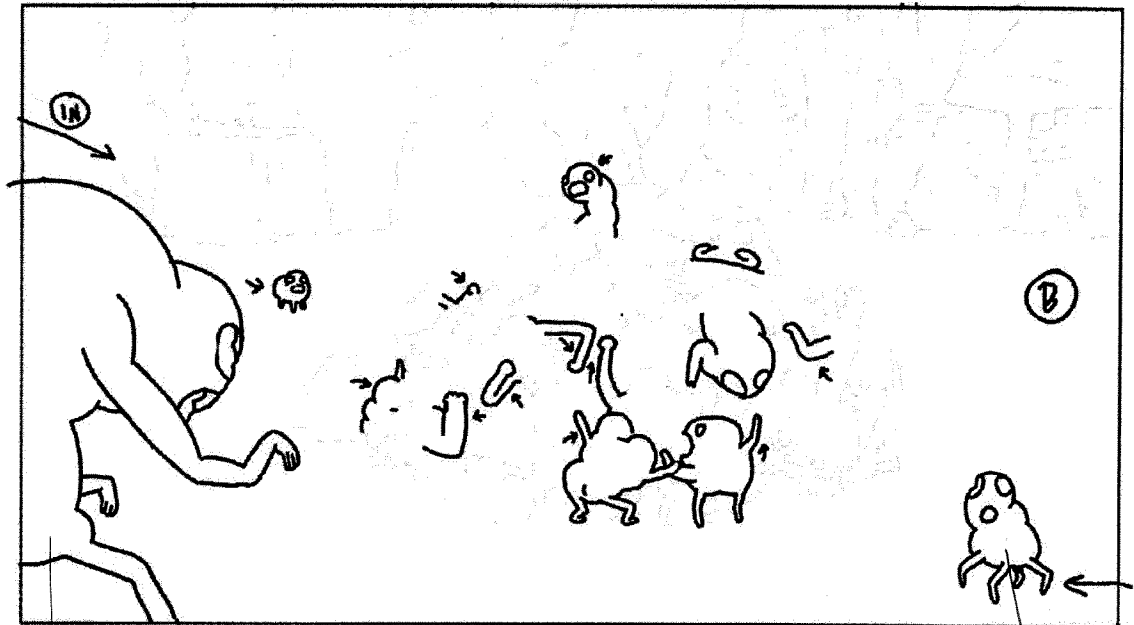


Page 91

Sc. 66 Pnl. A Bg. day night



Sc. 66 cont Pnl. B Bg. day night



Dialog:

Action: EXTERIOR VIEW OF SHIP. CREATURES ARE COVERING SHIP.

- PLEASE STAGGER MOVEMENTS.

- MORE GOO MONSTERS COME ON/S.

JUN 27 2011

Timing:

1014-151

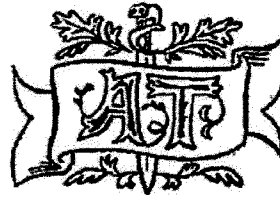
EPISODE #

1014/151

Production :

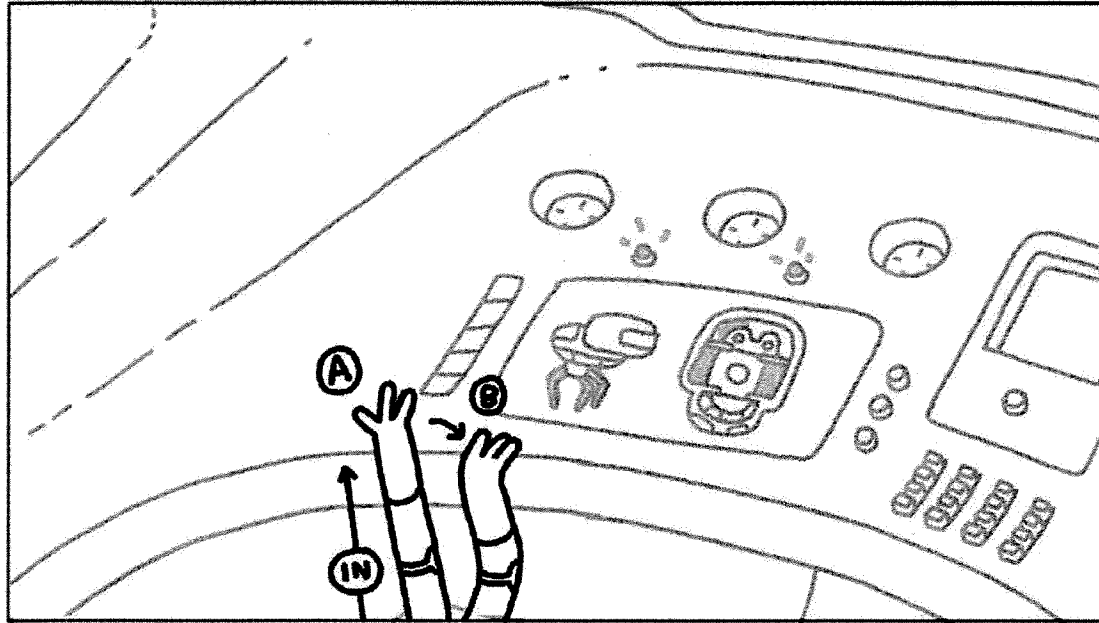
1014/151

ADVENTURE TIME

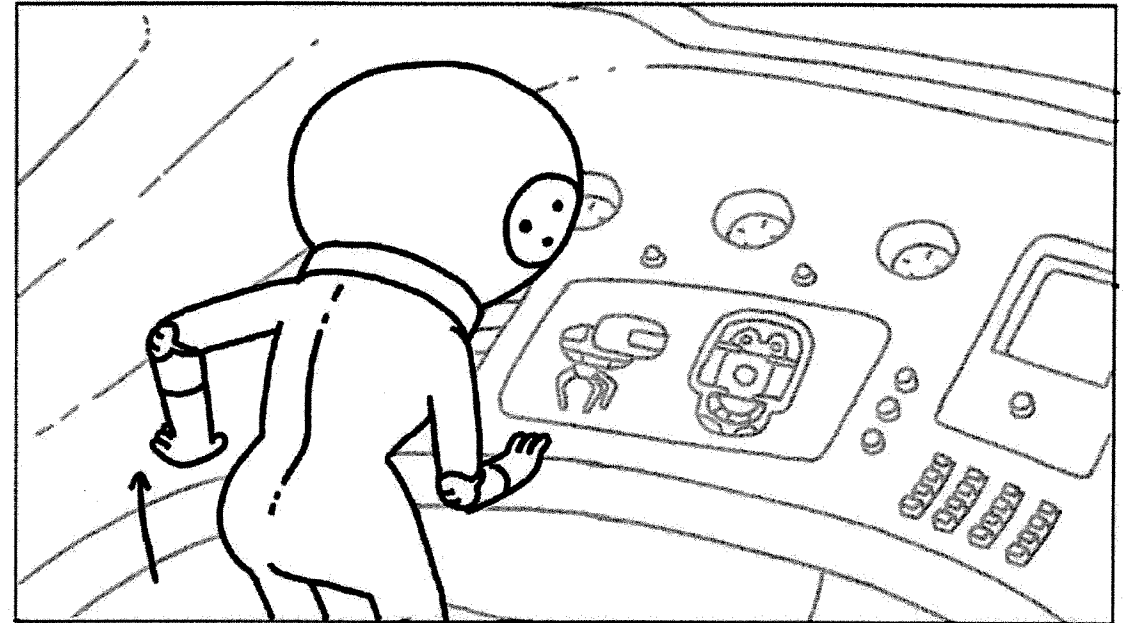


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Sc. 67 Pnl. A Bg. day night



Sc. 67 CONT Pnl. B Bg. day night



Dialog:

PB/ ERF...

Action:

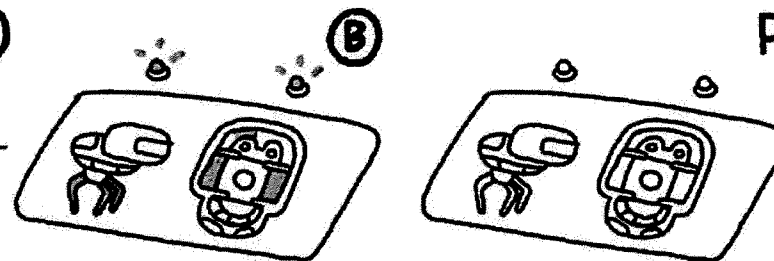
PB'S HAND REACHES (A)
UP AND GRABS DASHBOARD.

PB PULLS HERSELF UP TO THE
DASHBOARD.

JUN 27 2013

Timing:

FOR SHOTS INCLUDING THIS
CONTROL PANEL



RED AREAS BLINK ON AND OFF.

1014-151

EPISODE #

1014/151

Production :

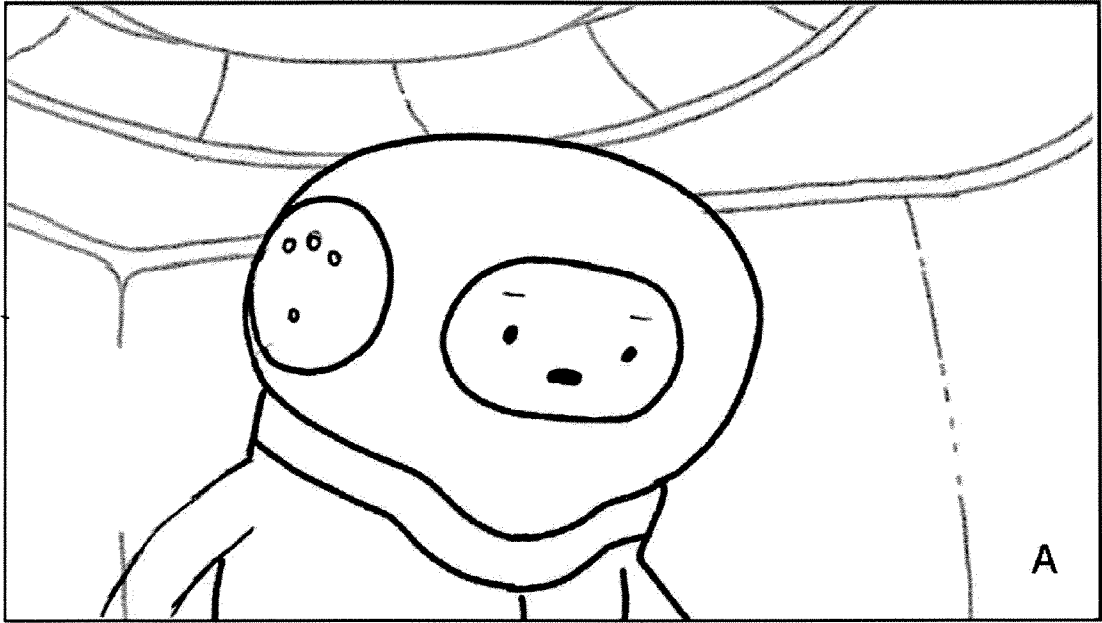
1014/151

ADVENTURE TIME



Page 93
93A NEXT

Sc. 68 Pnl. A Bg. day night



A

Sc. 68 cont Pnl. B Bg. day night



B

Dialog:	PB/ ^A They're ^B toxic creatures, ^A from another time.
Action:	A - B - A
Timing:	

JUN 27 2013

EPISODE # 1014-151

Production :

1014/151

1014/151

1014/151

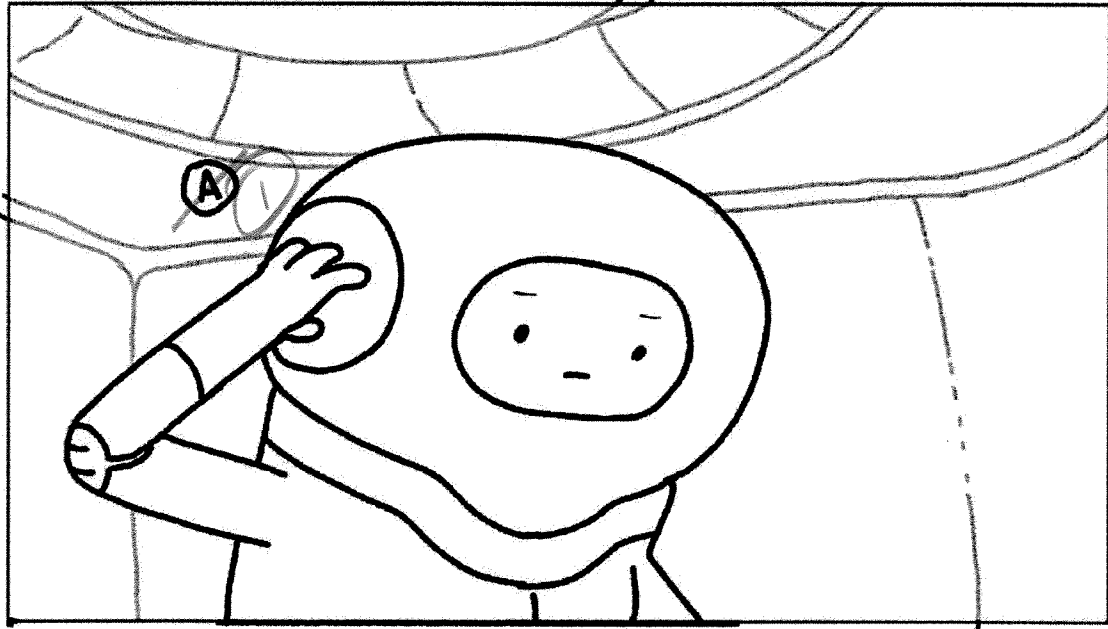
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ADVENTURE TIME

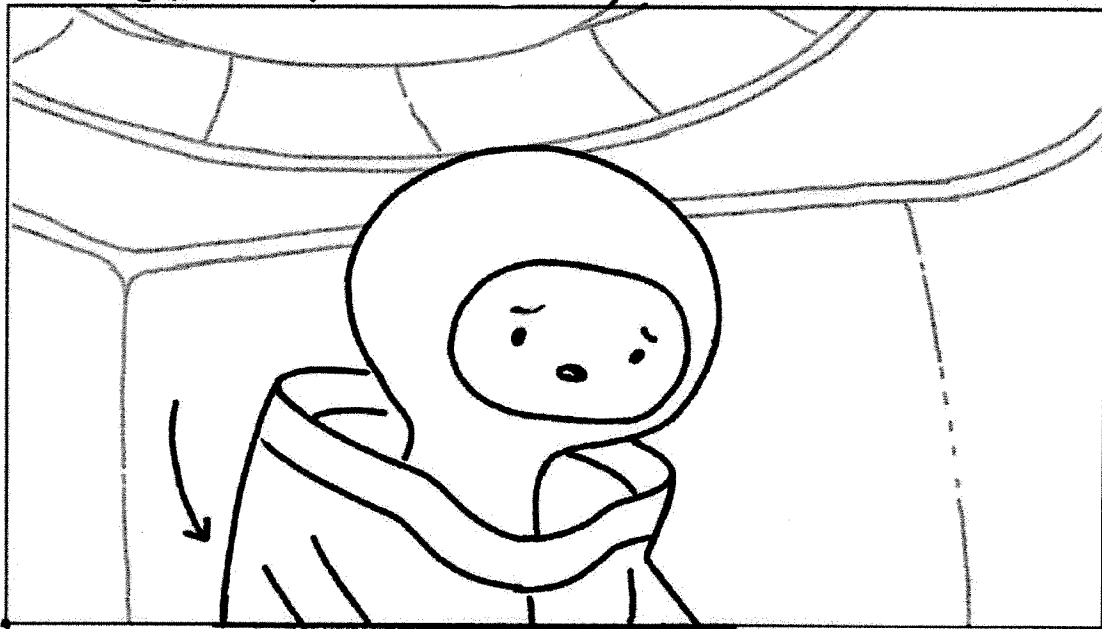


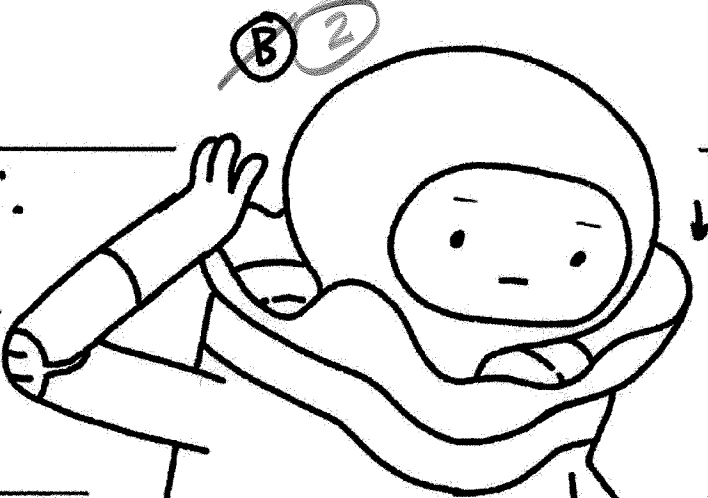
Page 93 A
94 NEXT
day night

Sc. 68 cont Pnl. C Bg. day night



Sc. 68 cont Pnl. D Bg. day night



Dialog:	
Action: PB REMOVES HELMET.	
Timing:	

OK
PB/LET'S SEE...

JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

1014/151

1014/151

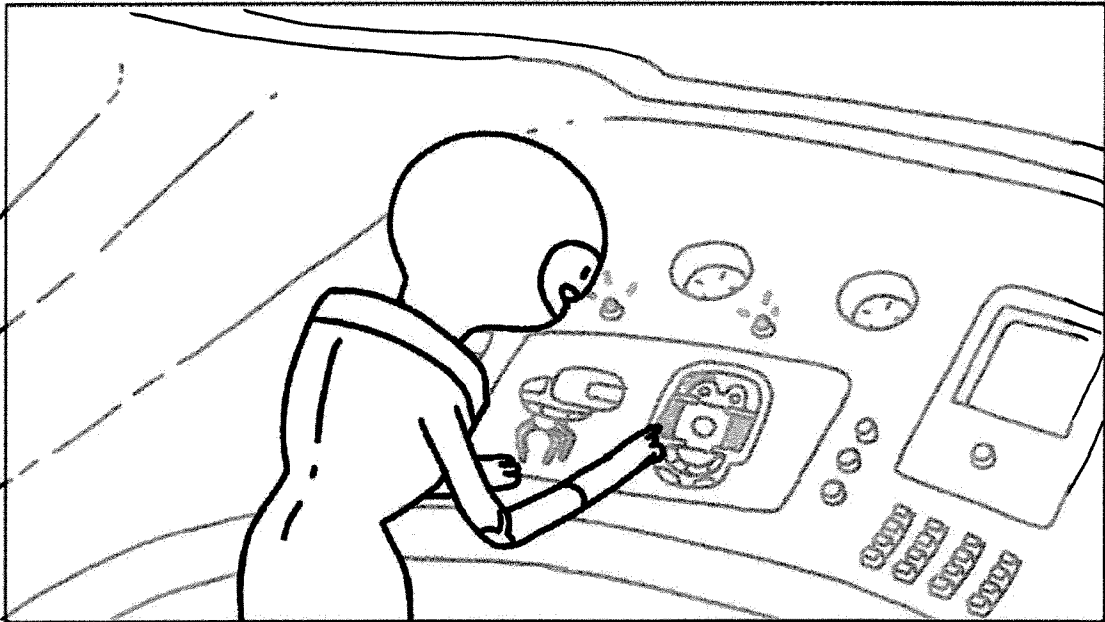
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ADVENTURE TIME

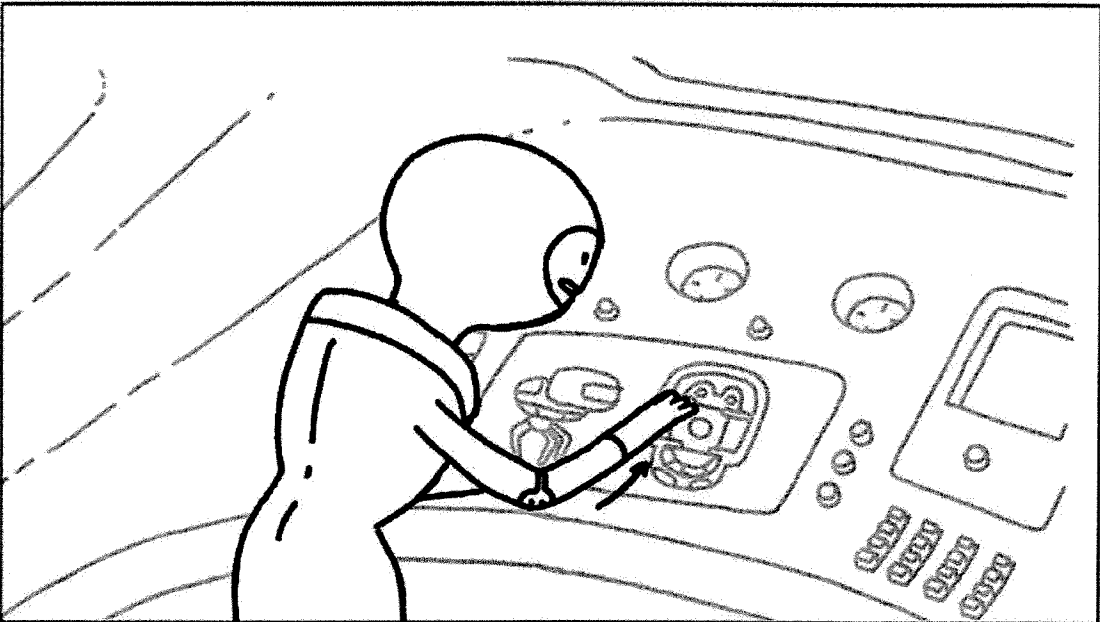


Page 94

Sc. 69 Pnl. A Bg. day night



Sc. 69 cont Pnl. B Bg. day night



Dialog:	PB/ SUSPENSION'S ALL DONKED,	PB/ NAVI GATION'S LOST,
Action:		
Timing:		

JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

1014/151

1014/151

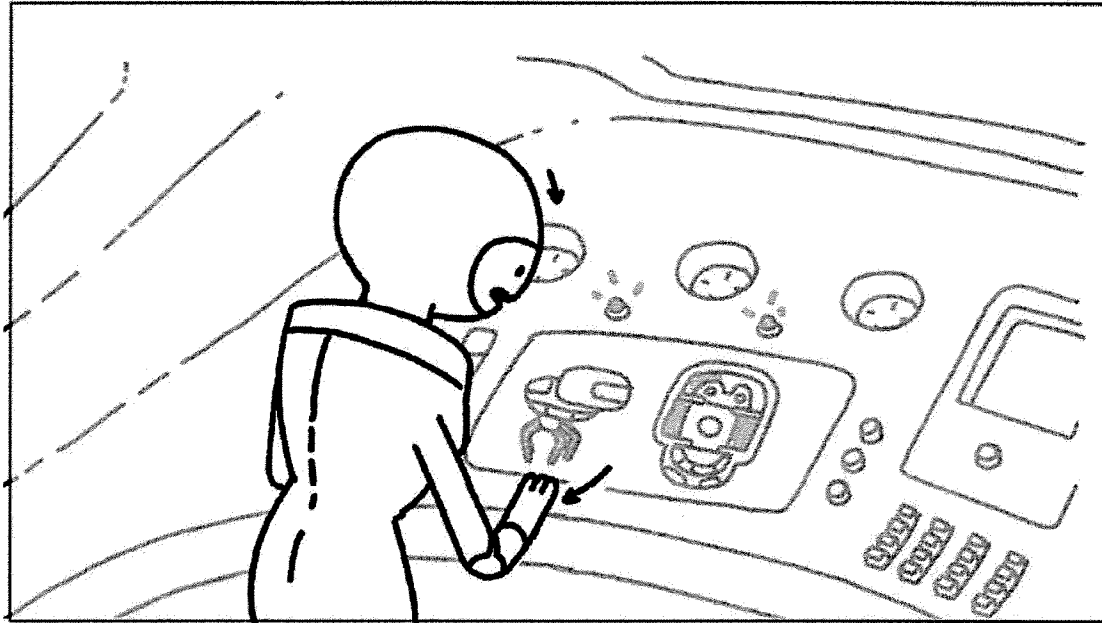
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ADVENTURE TIME

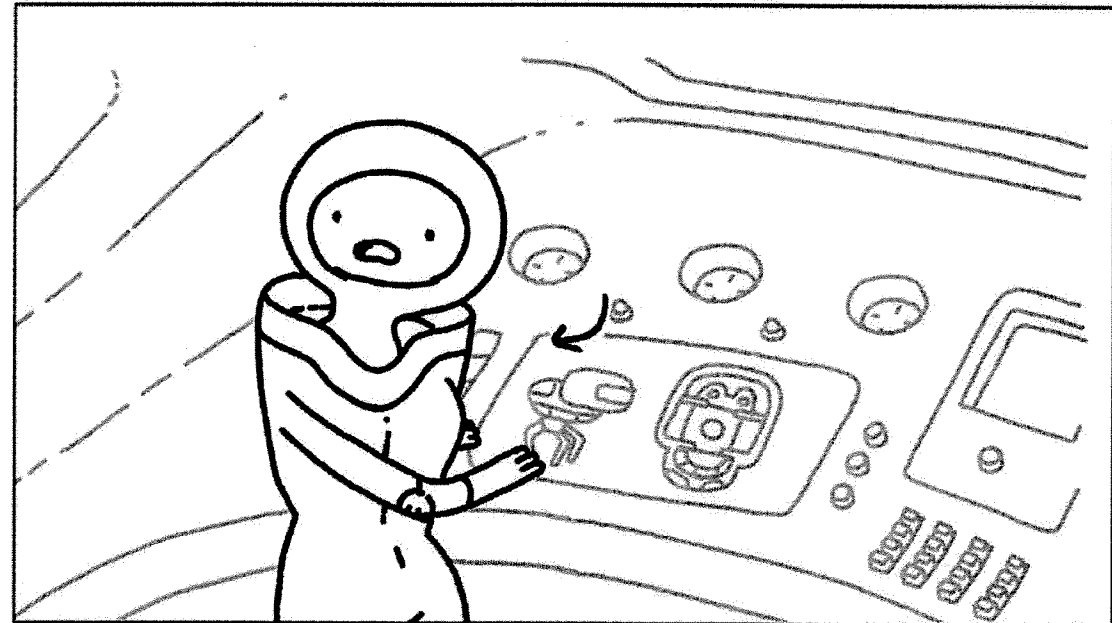


Page 95

Sc. 69 CONT Pnl. C Bg. day night



Sc. 69 CONT Pnl. D Bg. day night



Dialog: SHIP'S
PB/ AND THE LEGS ARE KAPUT ...

PB/ WE'RE DEAD IN THE WATER.

Action: -PB TURNS AND LOOK OVER HER SHOULDER.

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

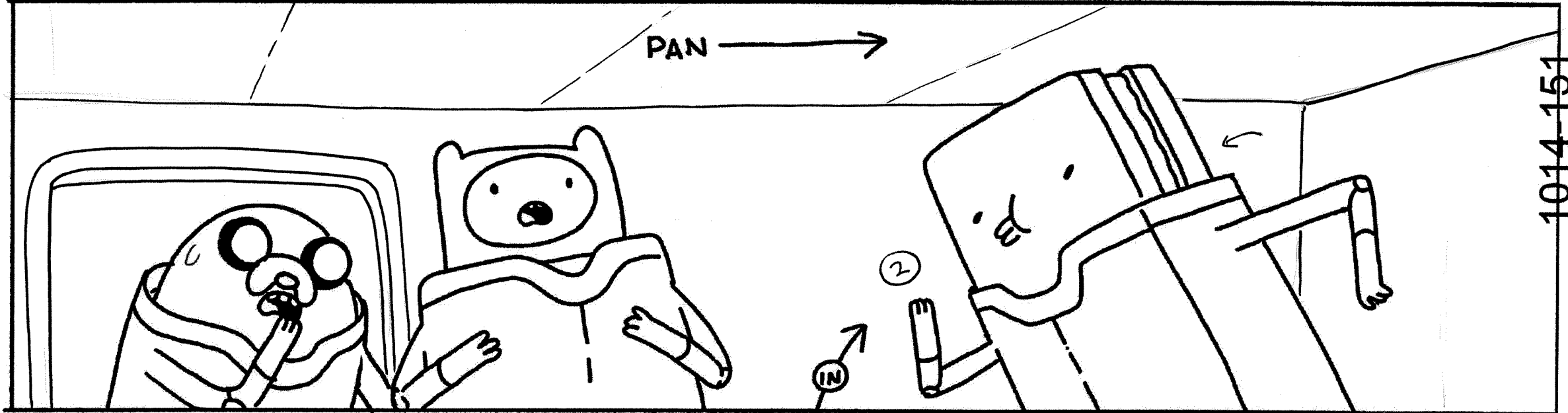
ADVENTURE TIME



Page 96

Sc. 70 Pnl. A Bq. day night

PAN →



Dialog:

JAKE/[GASP!]

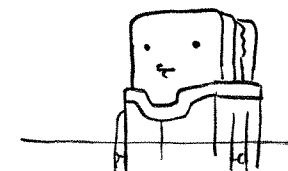
JAMES/VVVV

Action:

s.p.

— JAMES ROBOTS INTO FRAME. ①

Timing:



STOP

Production :

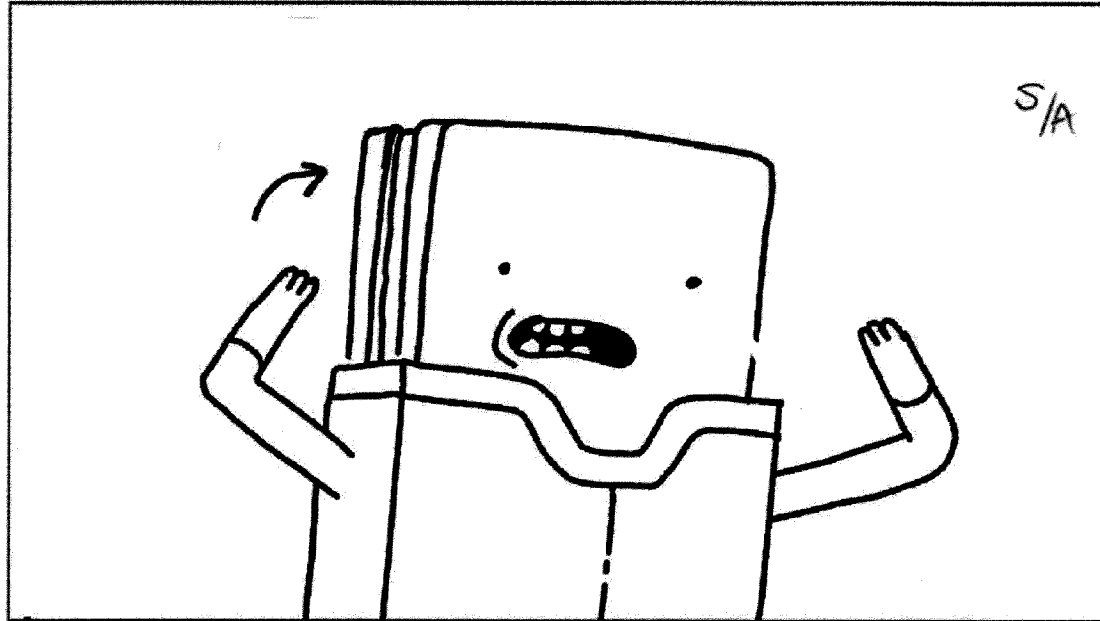
1014/151

ADVENTURE TIME

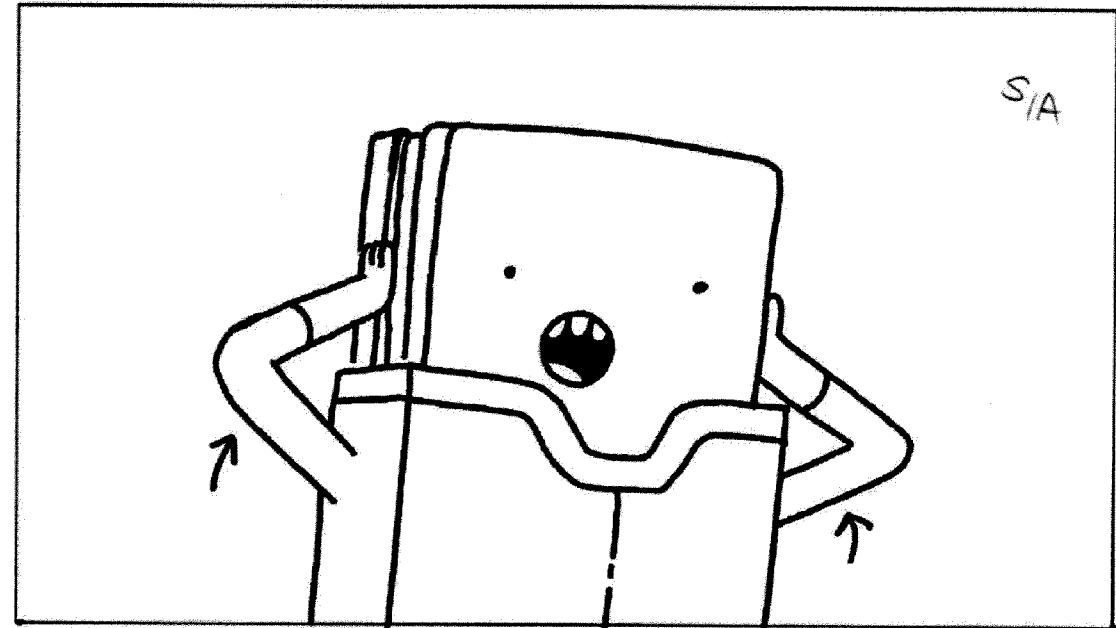


Page **97**

Sc. **70 cont** Pnl. **B** Bg. day night



Sc. **70 cont** Pnl. **C** Bg. day night



Dialog:

JAMES/ CHK

JAMES/ AWOOGA!

Action:

- JAMES GRABS HIS HEAD

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

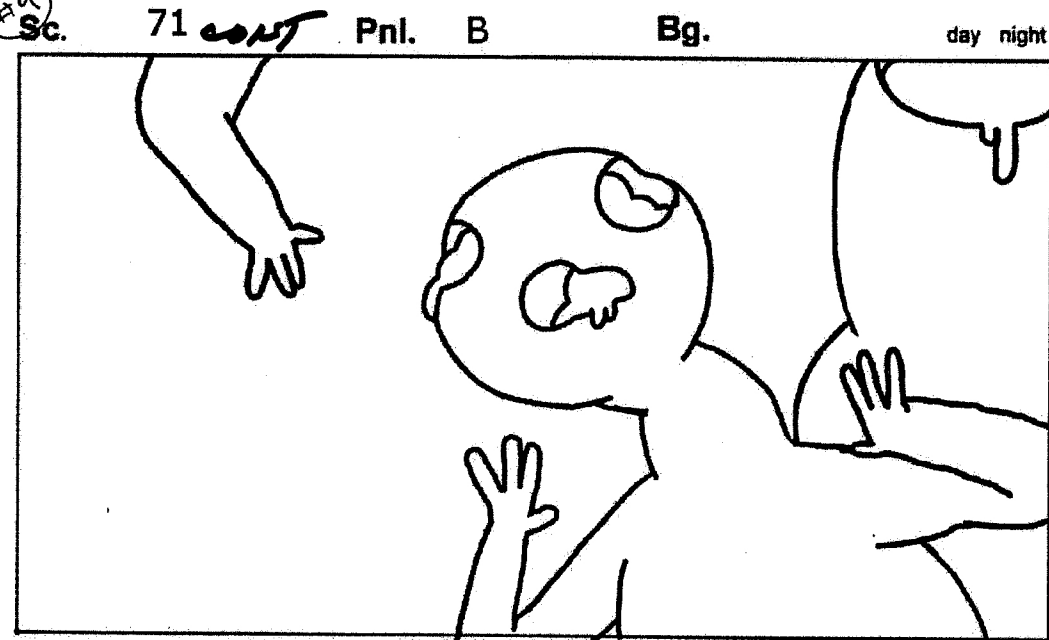
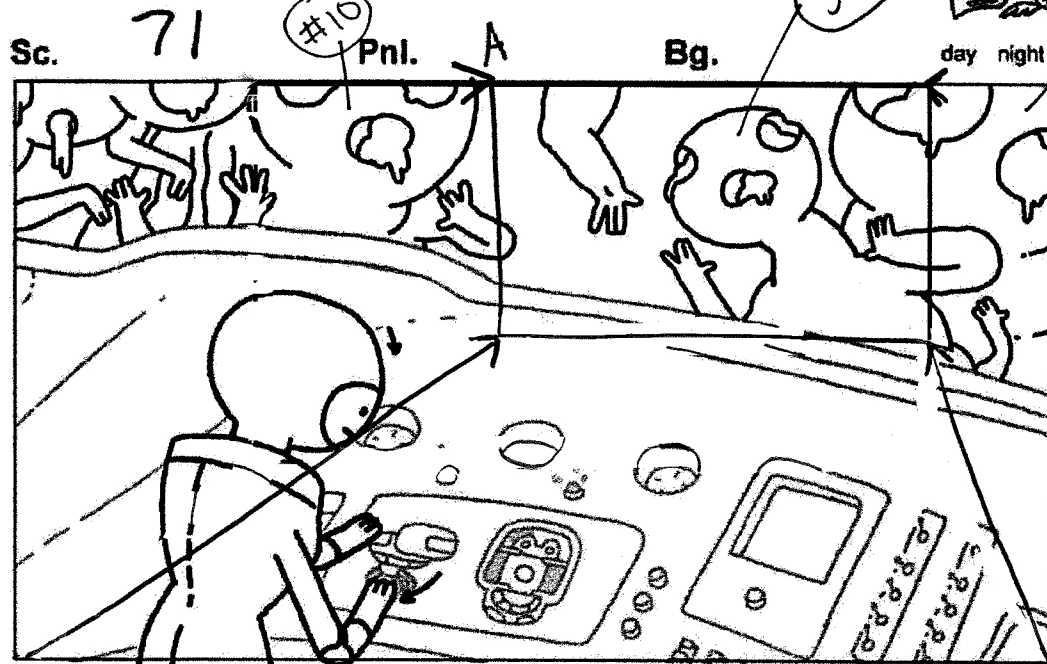
1014/151

ADVENTURE TIME



REVISED
07/25/13

Page 98



Dialog:	
Action: - PB GOES BACK to studying Panel.	Goo CREATURE REARS BACK IT'S HEAD.
Timing:	

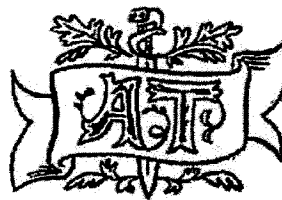
JUN 27 2011

EPISODE # 1014-151

Production :

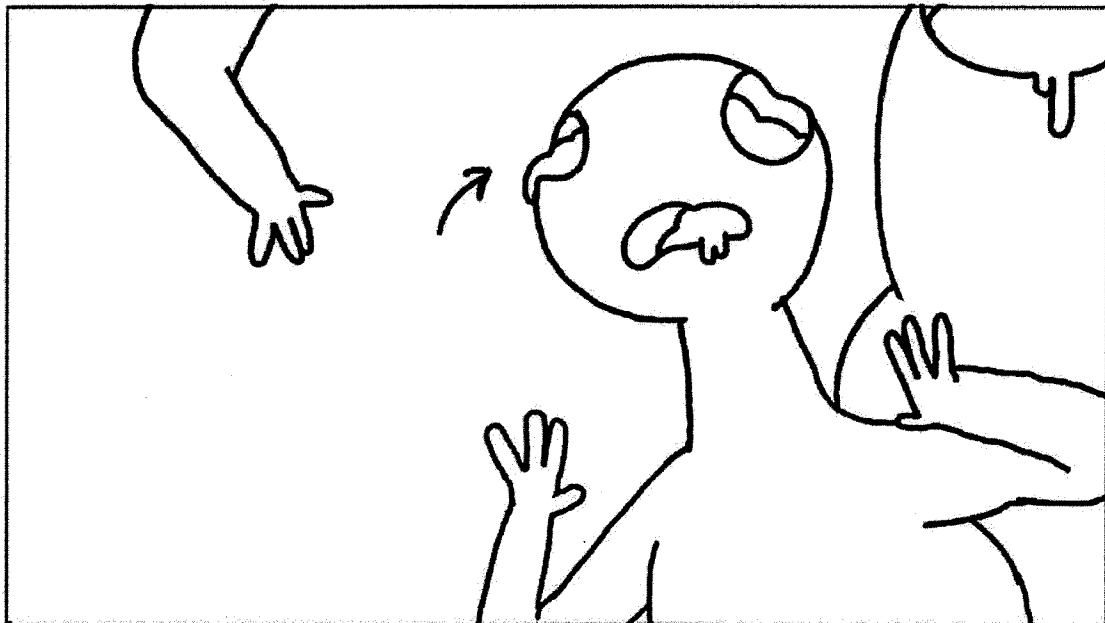
1014/151

ADVENTURE TIME



Page 99

Sc. 71 *CONT* Pnl. C Bg. day night



Sc. 71 *CONT* Pnl. D Bg. day night



1014-151

EPISODE #

1014/151

Dialog:

SEX / vomit

JUN 27 2011

Action:

CREATURE REARS BACK IT'S HEAD.

Timing:



Prod.

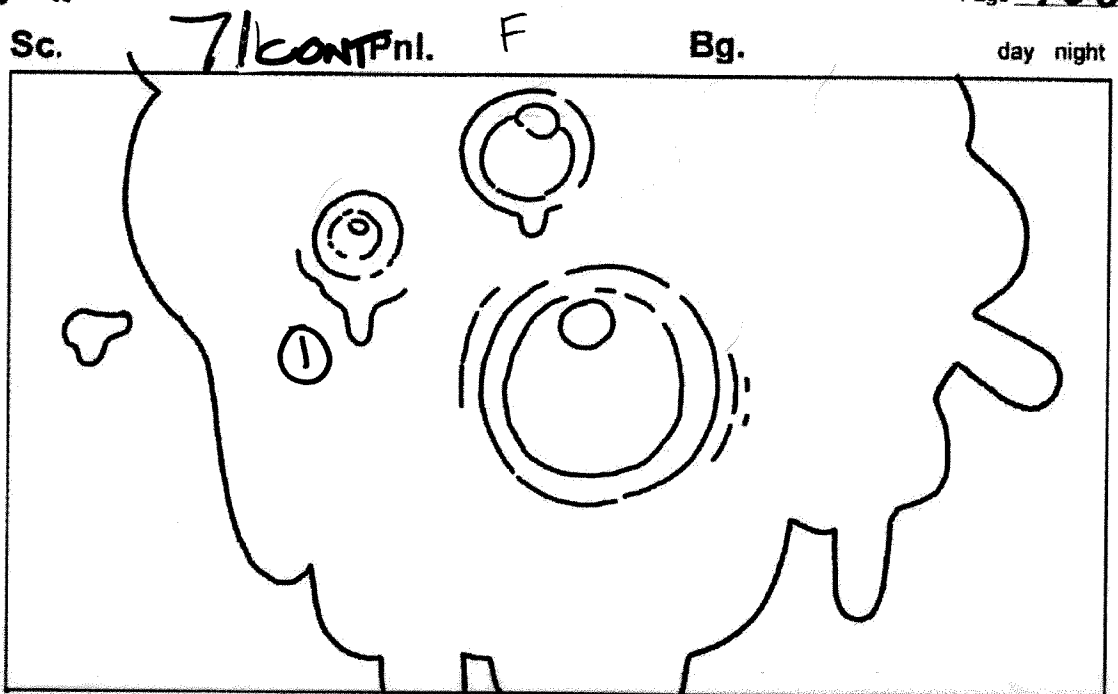
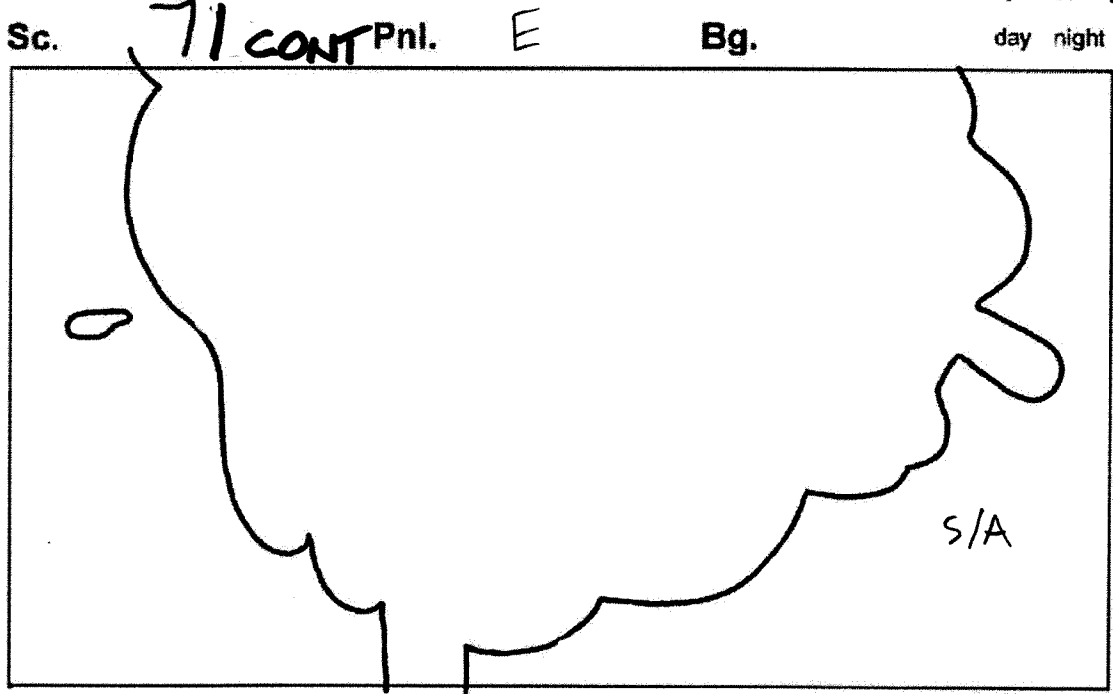
1014/151



NO SC'S
72-73

ADVENTURE TIME

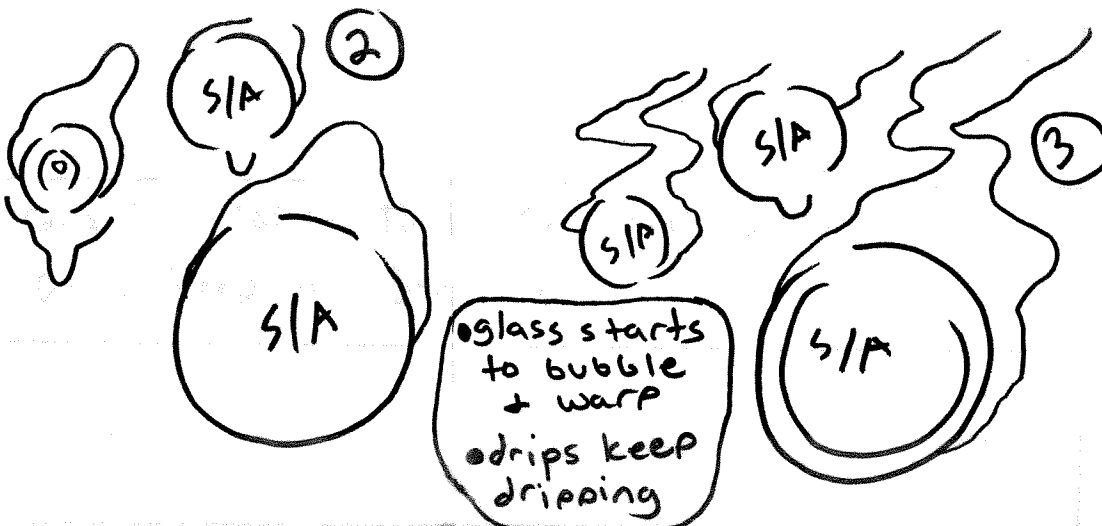
Page 100



Dialog:

Action: CLOSE UP OF VOMIT DRIPPING.

Timing:



glass starts
to bubble
& warp
drips keep
dripping

EPISODE # 1014-151

1014/151

JUN 27 2013

1014/151

1014/151

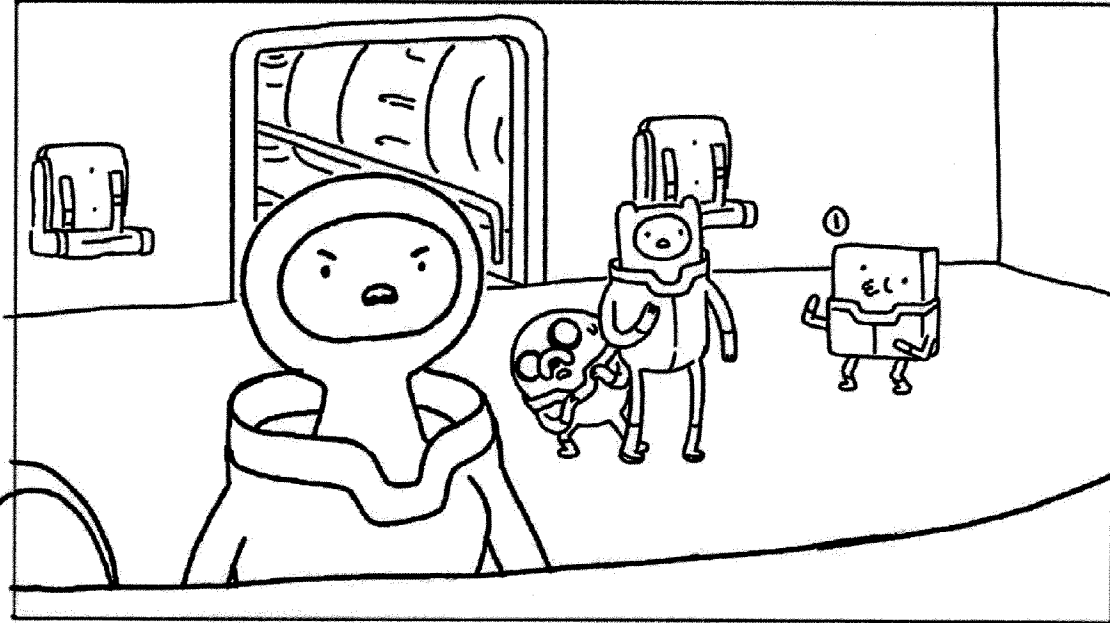
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ADVENTURE TIME

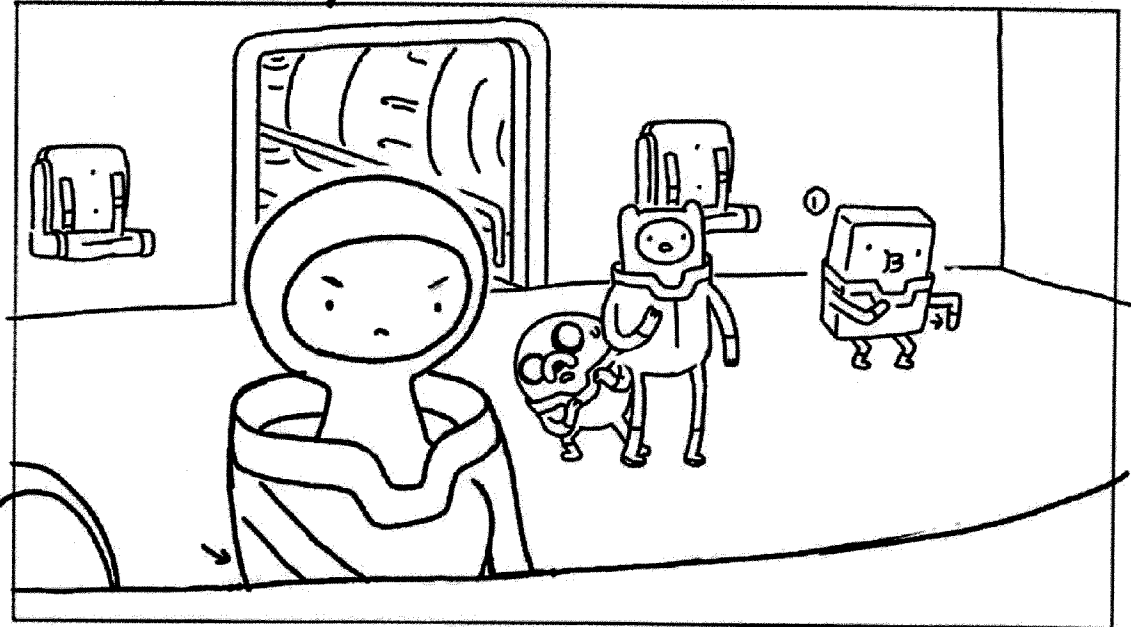


Page 101

Sc. 74 Pnl. A Bg. day night



Sc. 74 cont Pnl. B Bg. day night



Dialog:

PB/ YUCK! C'MON, MANNERS.

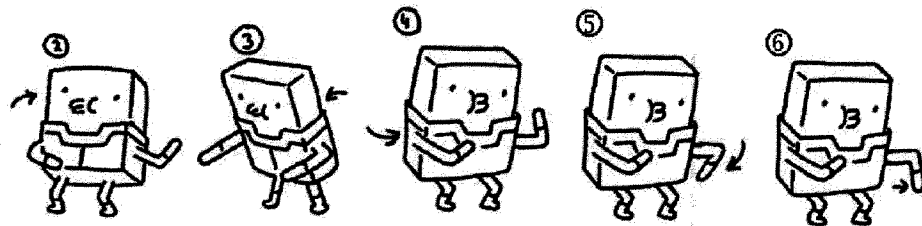
JAMES/ Vrt, Vrt, Vrt

JAMES/ Vrt, Vv, Vv, Vv

Action:

PB REACHES TOWARDS BUTTONS.

Timing:



JAMES DOES THE ROBOT.
PLEASE USE ROBOTIC MOVEMENTS.

JUN 27 2

1014-151

EPISODE #

1014/151

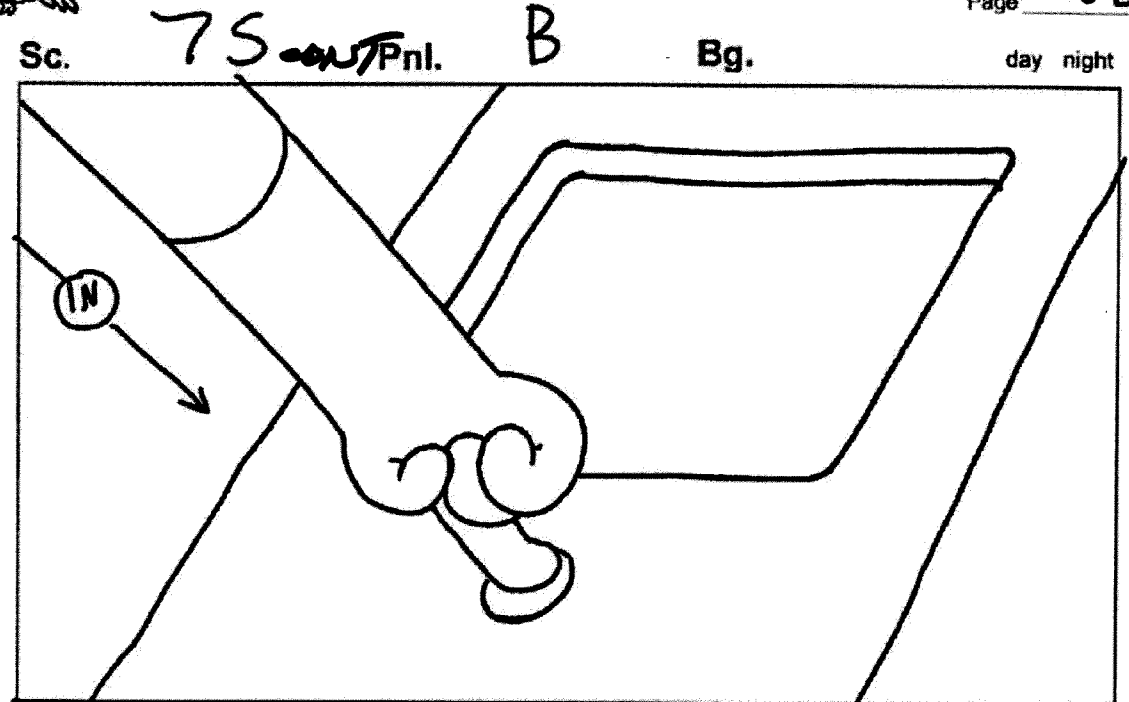
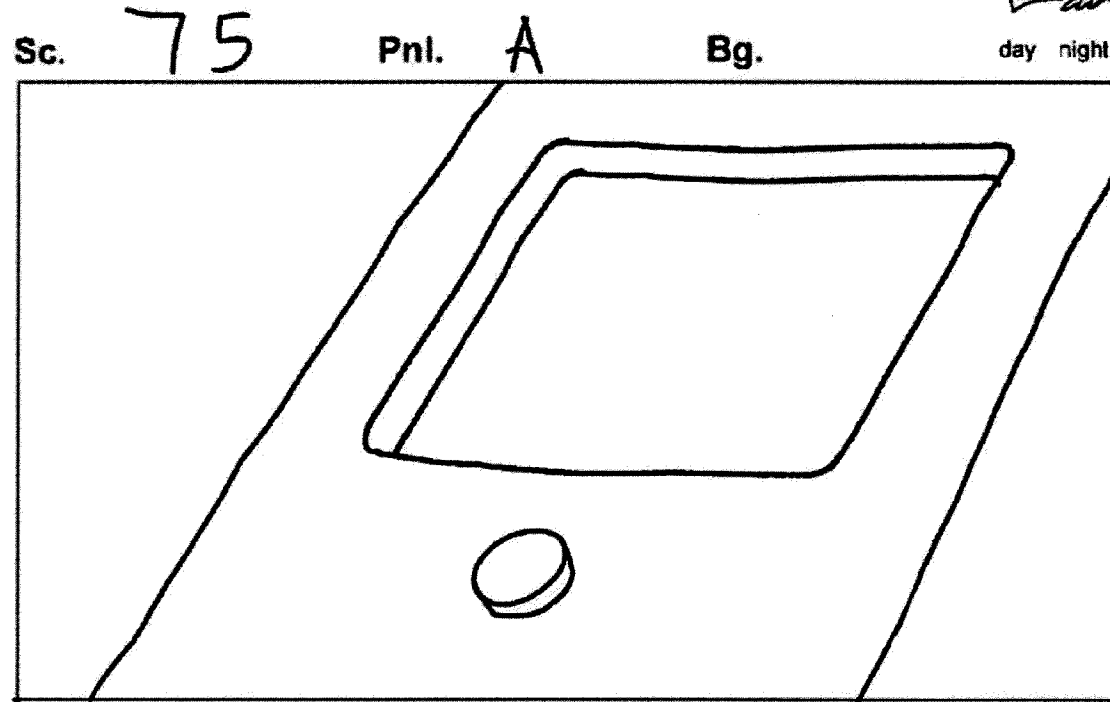
Production :

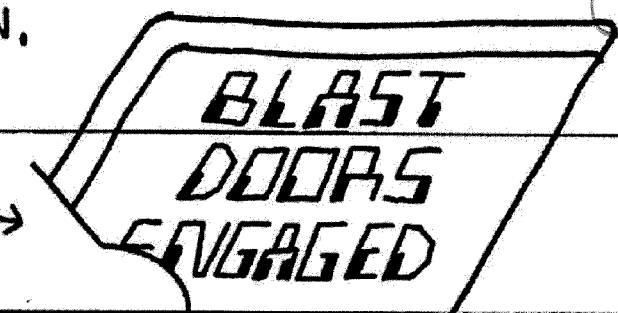
1014/151

ADVENTURE TIME



Page 102



Dialog:	SEX/ BLOOP
Action:	- PB PUSHES BUTTON.
Timing:	DISPLAY READS → 

JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

1014/151

ADVENTURE TIME



REVISED
07/23/13

Page 103

Sc

76

Pnl. A

Bg.

day night

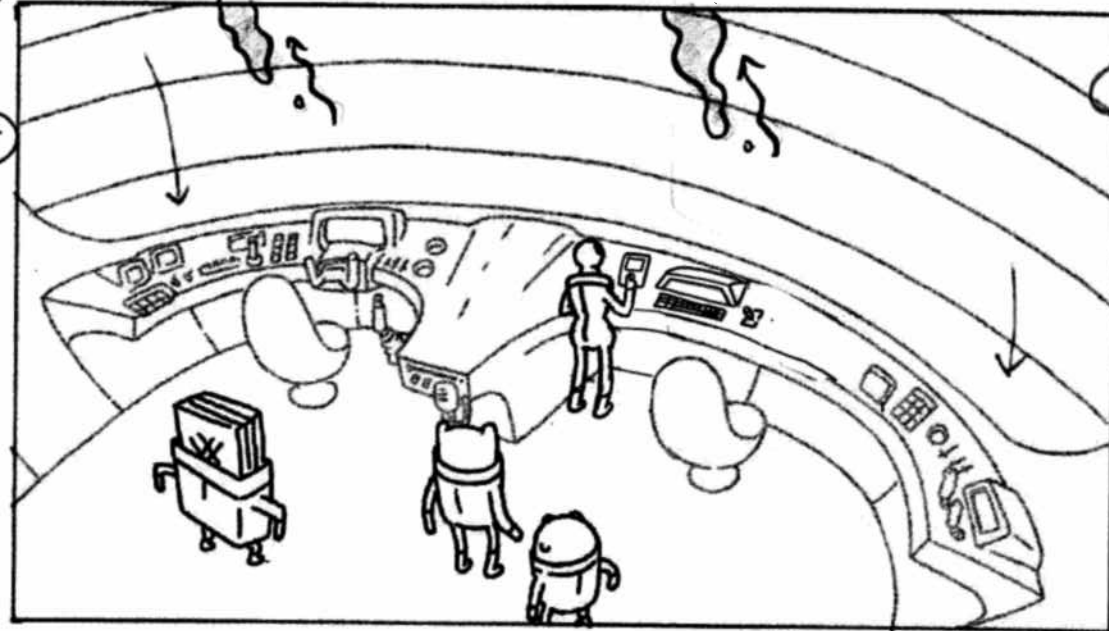
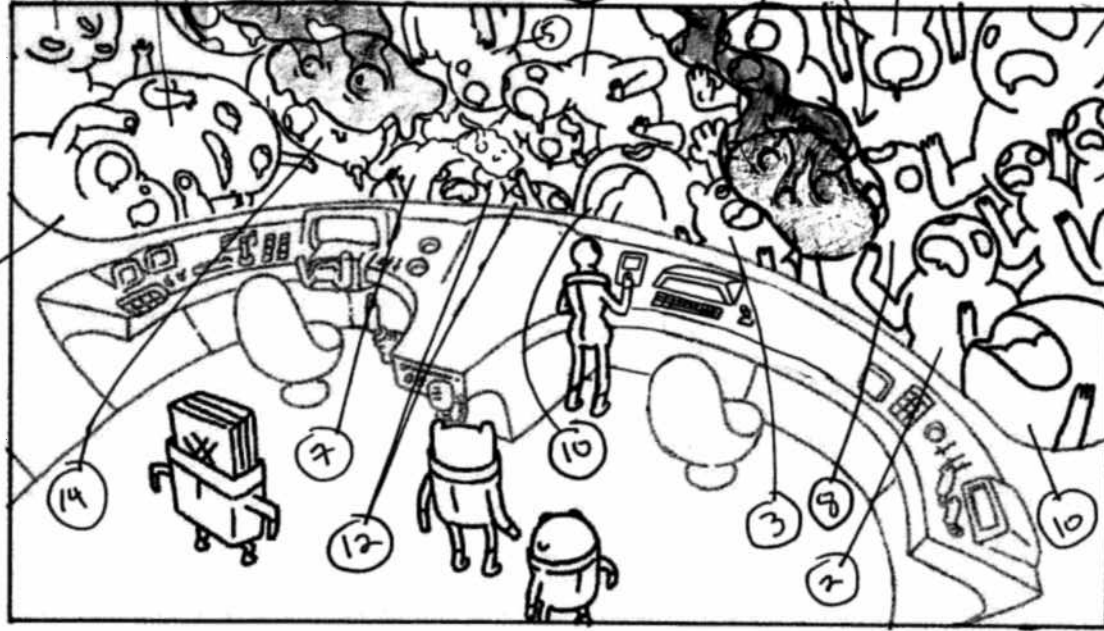
Sc.

76 cont Pnl. B

Pnl. 2

Bg.

day night



Dialog:

Action:

Timing:

1014-15

EPISODE #

1014/151

Produ

BLAST SHIELDS CLOSE.

JUN 2 '77

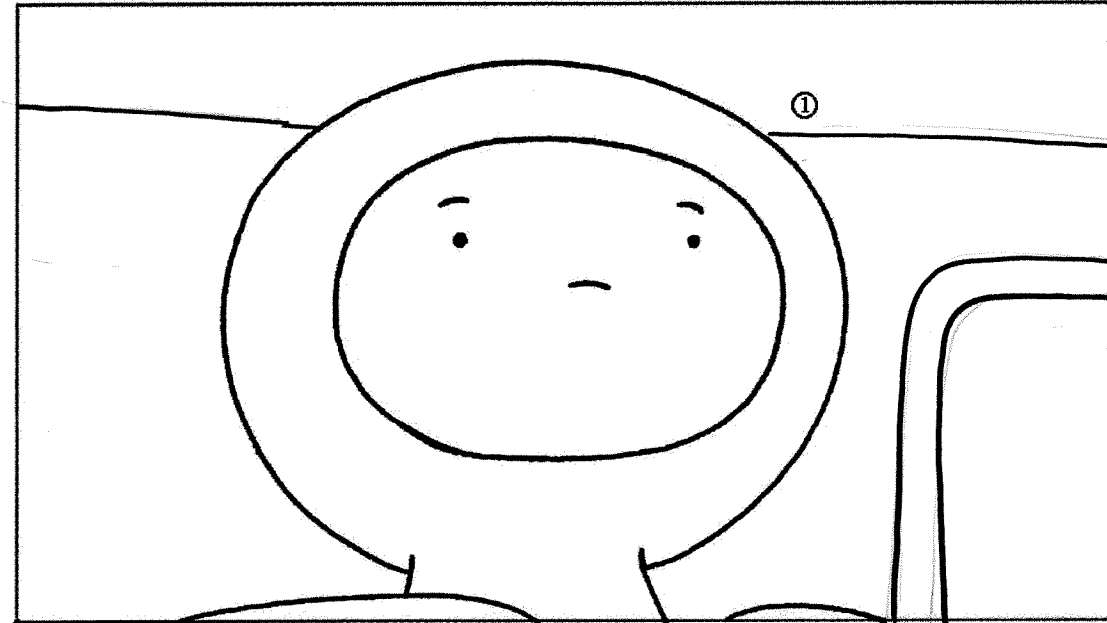
1014/151

ADVENTURE TIME

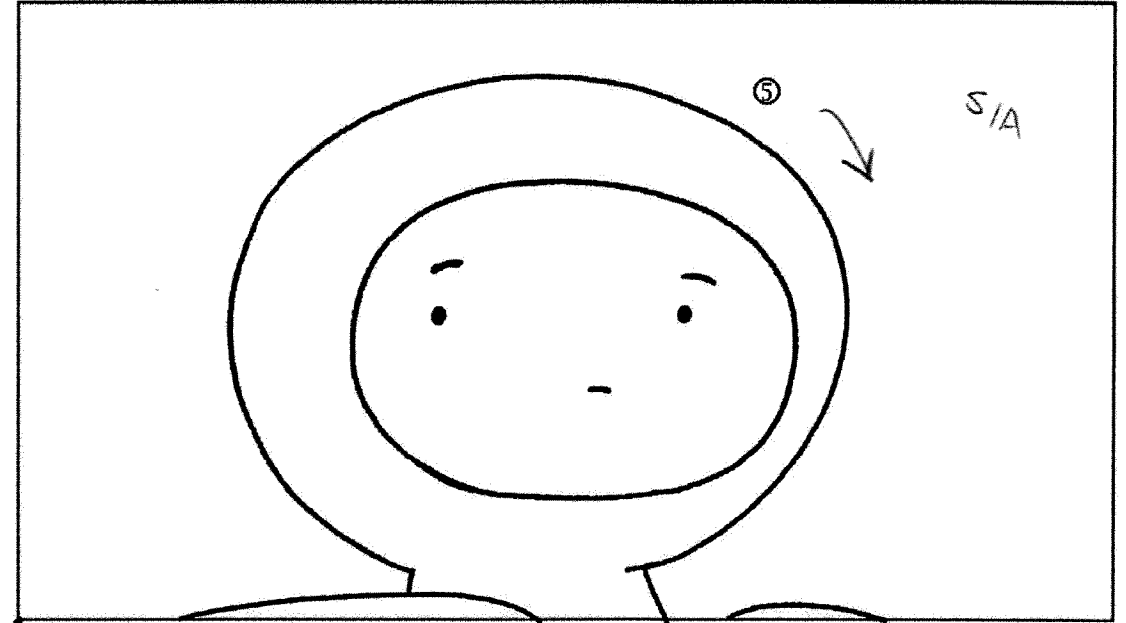


Page **104**

Sc. **77** Pnl. **A** Bg. day night



Sc. **77 cont** Pnl. **B** Bg. day night



Dialog:

PB: ²Gotta --

PB/ -- ³brain out the ⁴situation ⁵

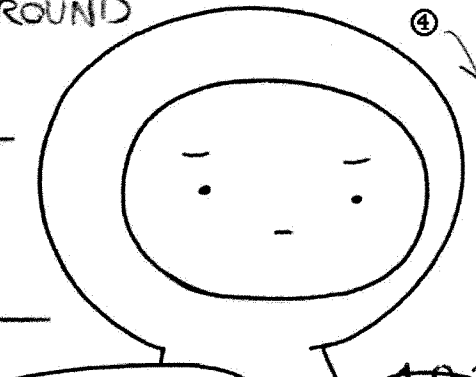
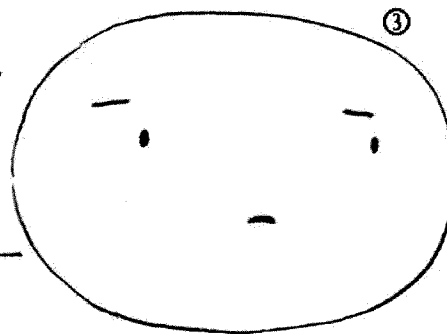
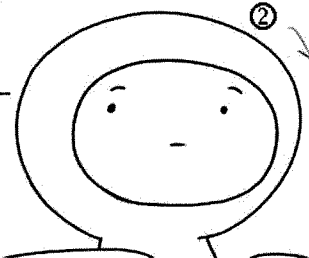
Action:

— PB CALCULATES THEIR SITUATION IN HER HEAD.

— PB'S EYES DART AROUND

JUN 27 2013

Timing:



1014/151 ^{BI}

EPISODE # 1014-151

1014/151

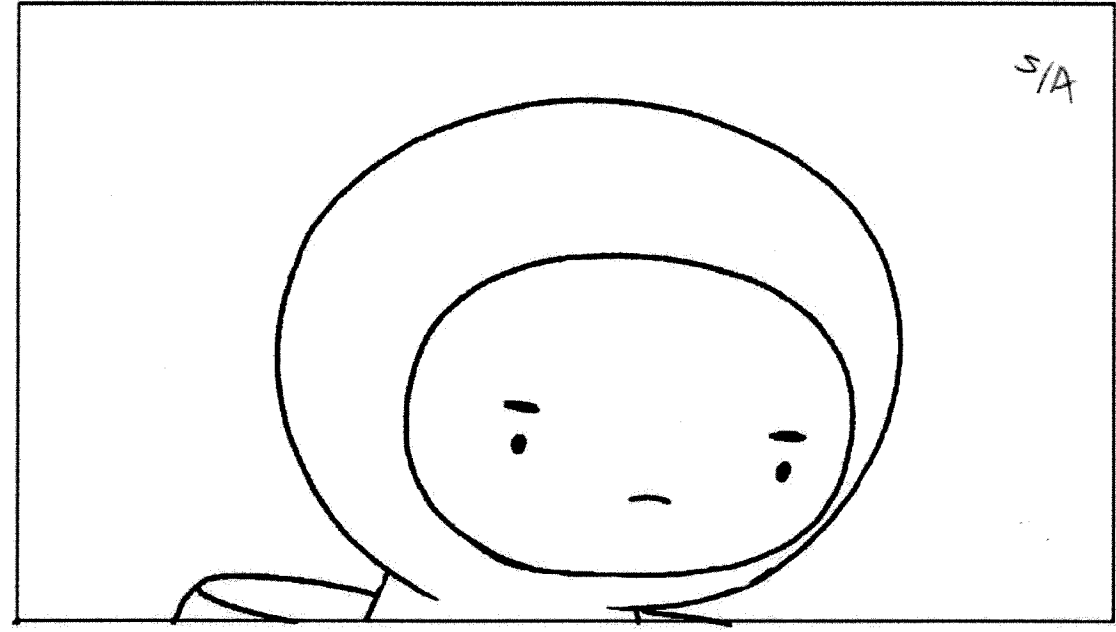
Production :

ADVENTURE TIME

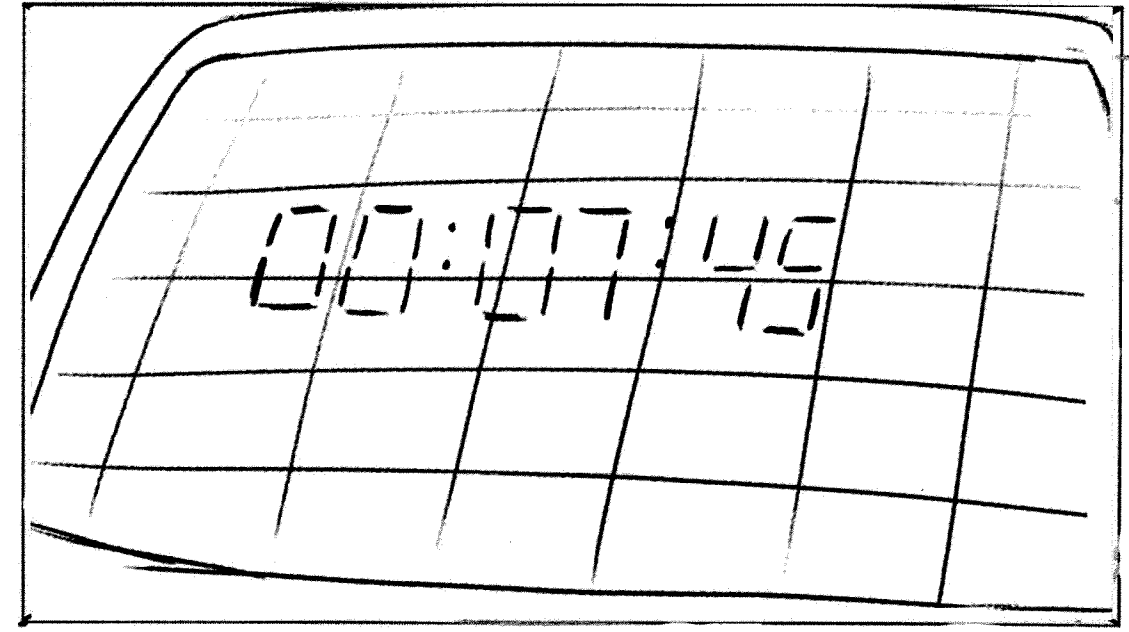


Page 105

Sc. 77 CONT Pnl. C Bg. day night



Sc. 78 Pnl. A Bg. day night



Dialog:	
SFX: * Boop-Boop-Boop *	
JUN 27 2013	
Action:	- PB CALCULATES THEIR SITUATION IN HER HEAD.
	- COUNT DOWN CLOCK ON CONTROL PANEL. Please match to time code left in Episode.
Timing:	

1014-151

EPISODE #

1014/151

Production :

1014/151

1014/151

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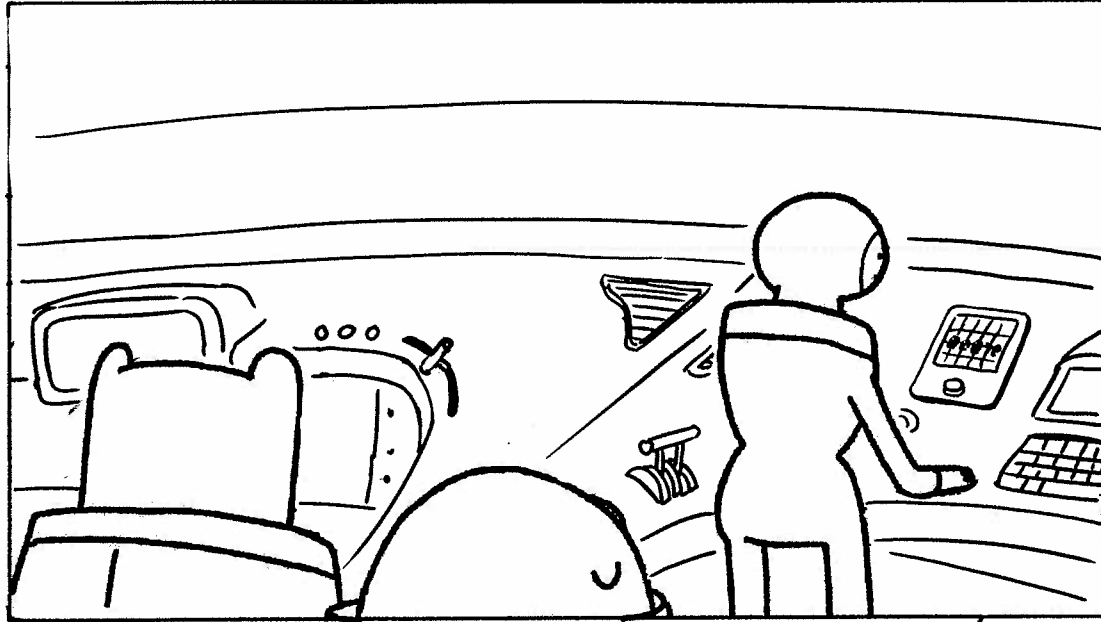
ADVENTURE TIME



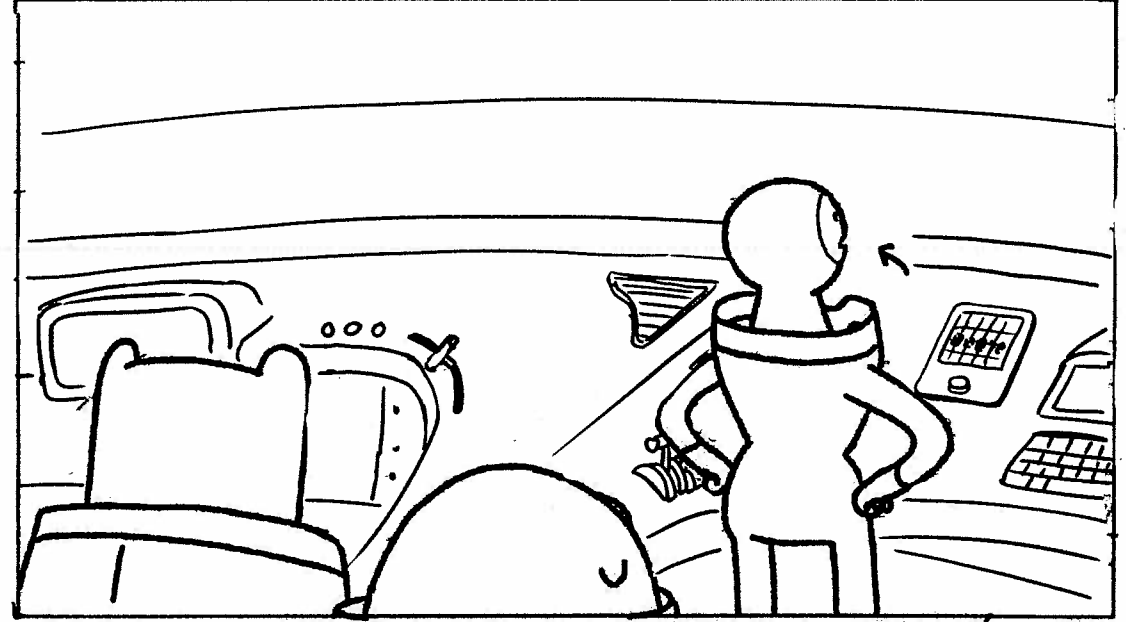
REVISED
07/23/13

Page 106

Sc. 79 Pnl. A Bg. day night



Sc. 79 cont Pnl. B Bg. day night



Dialog:

PB: Those --

PB: --goo monsters will barf their way--

Action:

- PB STRAIGHTENS UP.

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

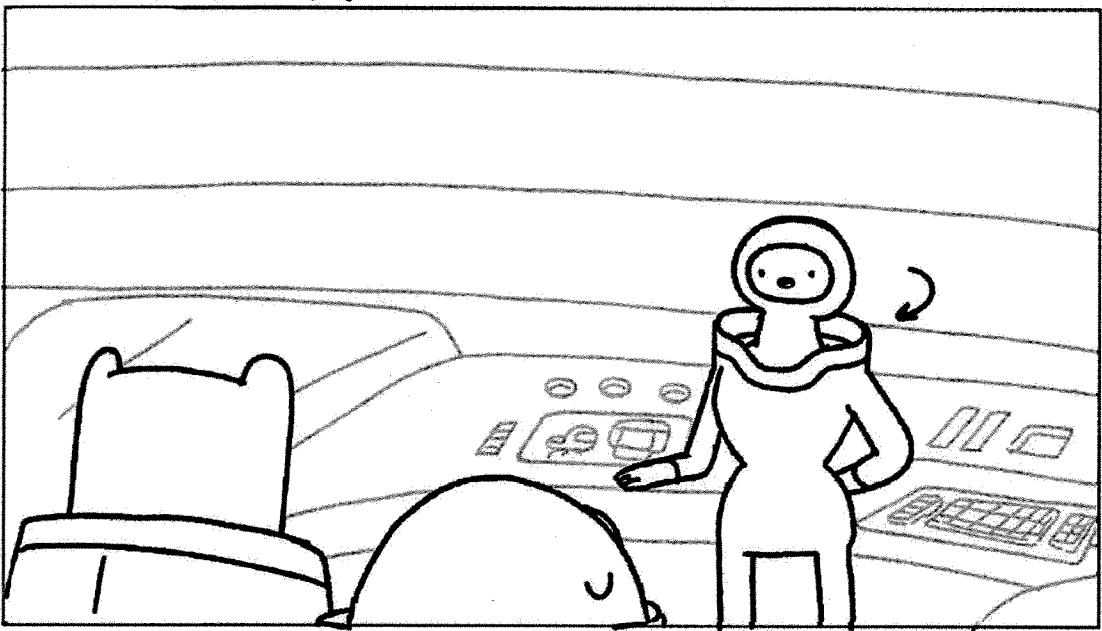
1014/151

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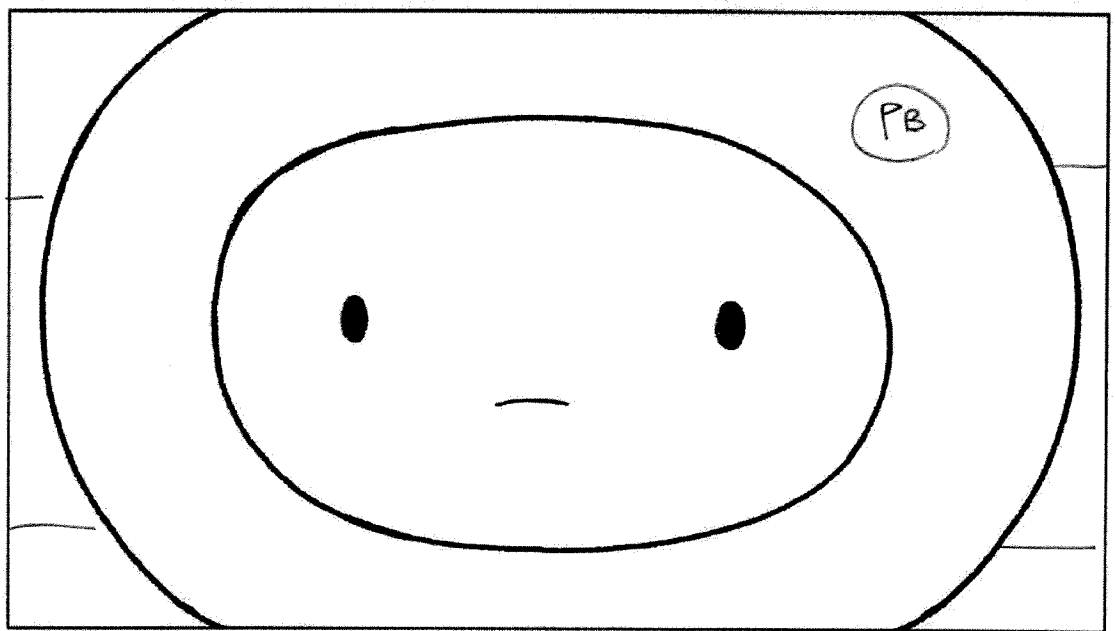
ADVENTURE TIME



Sc. 79 cont Pnl. C Bg. day night



Sc. 80 Pnl. A Bg. day night



Page 107
107A NEXT
day night

Dialog:	PB: --through the hull in near minutes.
Action:	-PB TURNS AROUND
Timing:	

JUN 27 2013

EPISODE # 1014-151
Production :

1014/151

1014/151

ADVENTURE TIME



Sc. 80 *CONT* Pnl. B

Bg.

day night

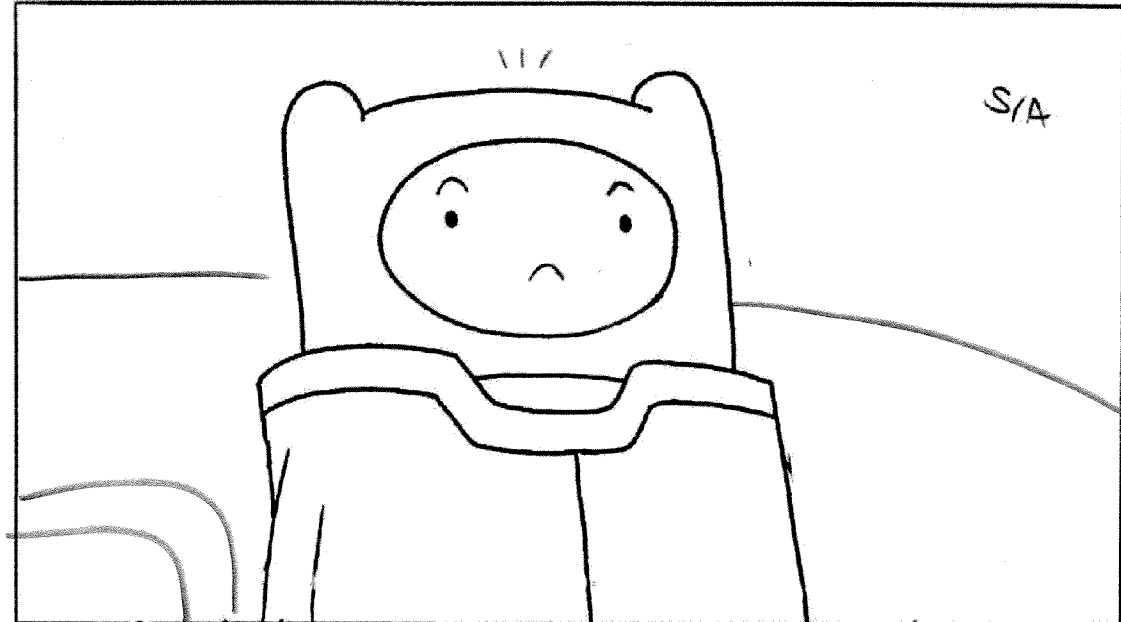
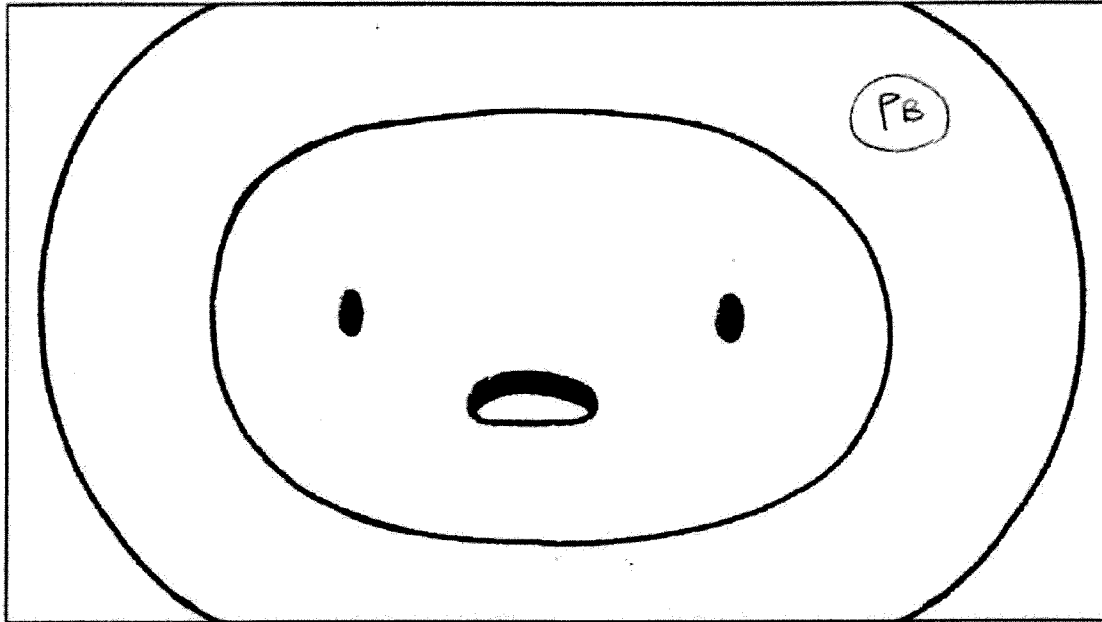
Sc.

81

Pnl. A

Bg.

Page 107A
108 NEXT
day night



Dialog:

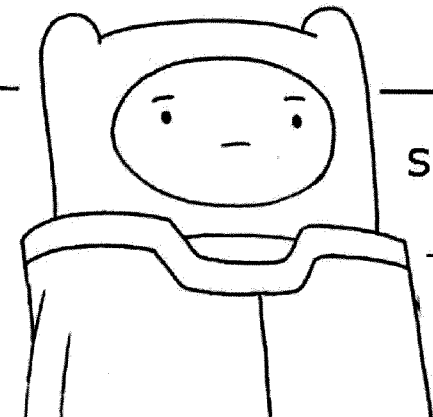
PB: Finn, what should we do?

Action:

-FINN IS A LITTLE SURPRISED
HE'S BEING ASKED
-ACCENT LINES POP OFF FINN'S HEAD

Timing:

JUN 27 2013



EPISODE # 1014-151

1014/151

Production :

1014/151

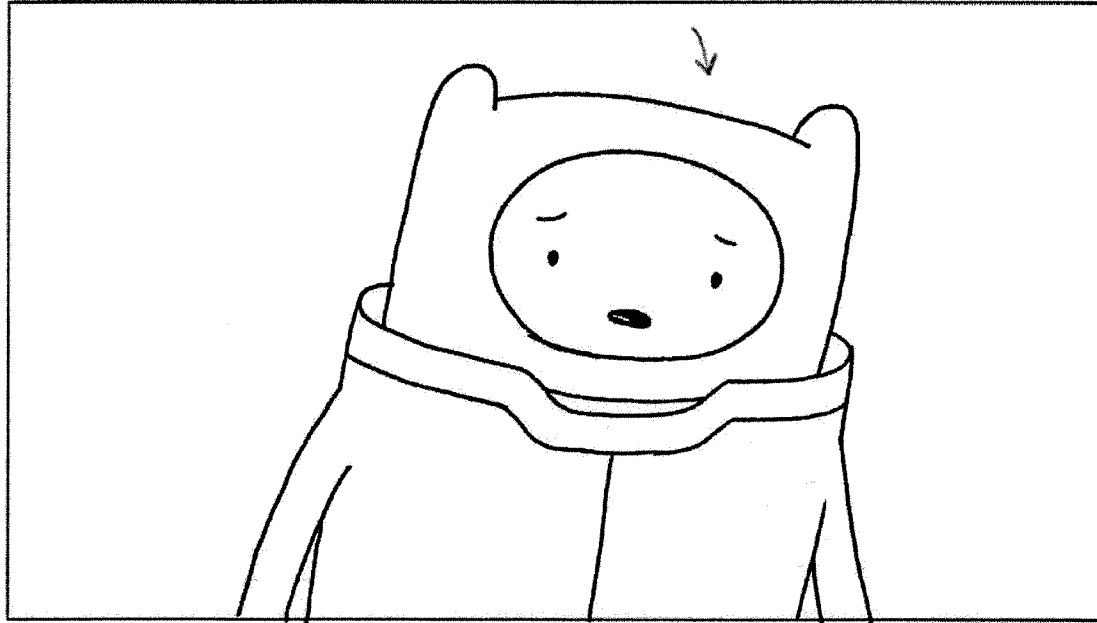
1014/151

ADVENTURE TIME

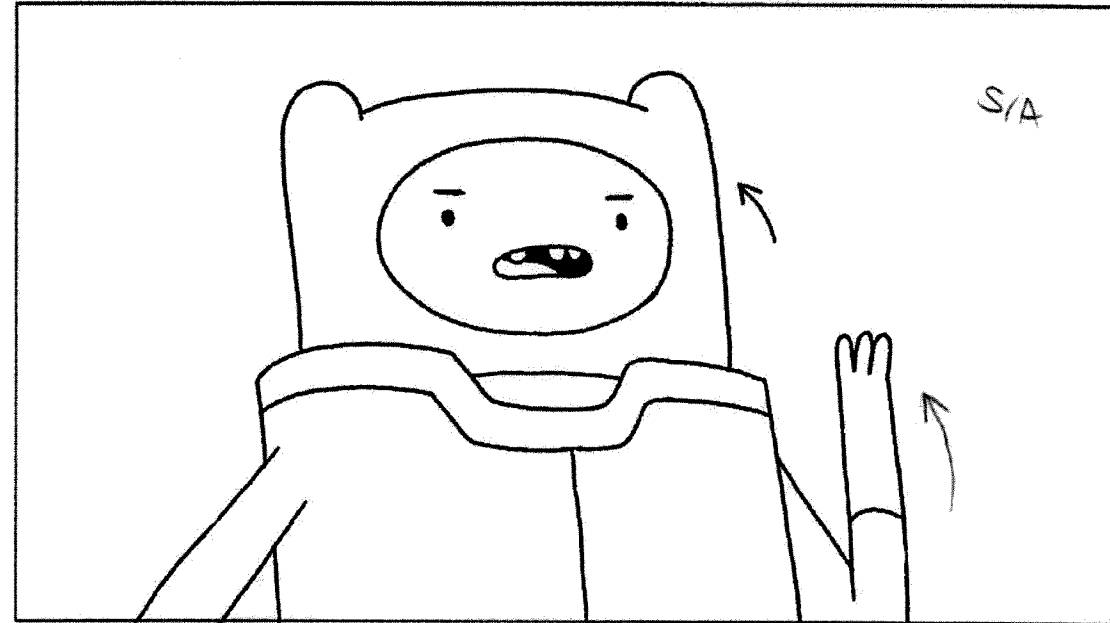


Page 108

Sc. 81 CONT Pnl. B Bg. day night



Sc. 81 CONT Pnl. C Bg. day night



Dialog:

F/ Um...

F/ LET'S RADIO FOR HELP!

Action:

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

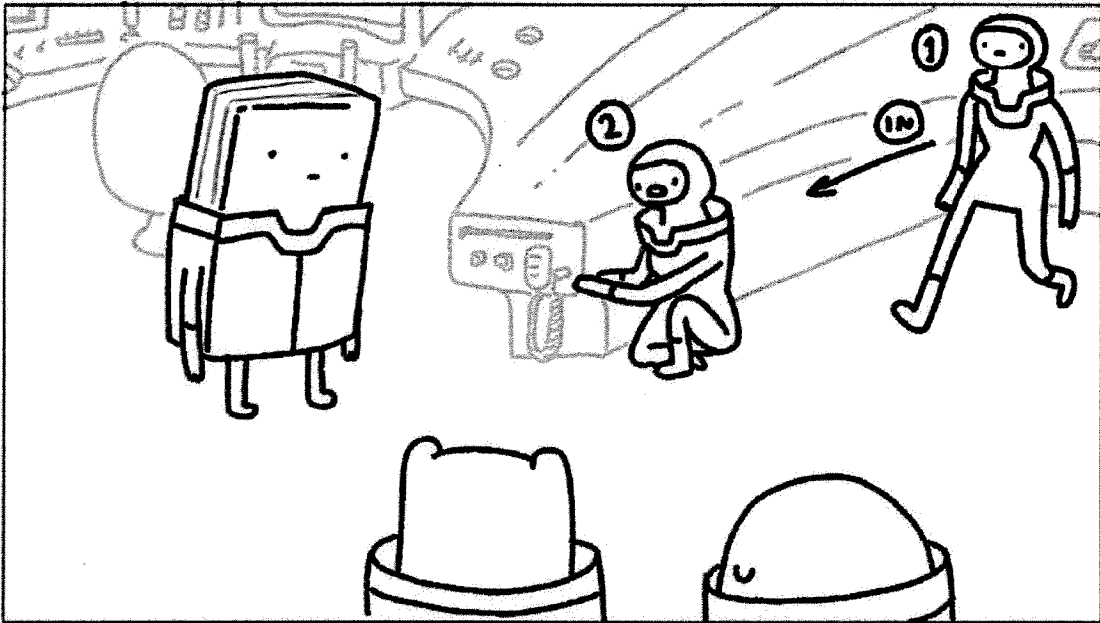
Production :

1014/151

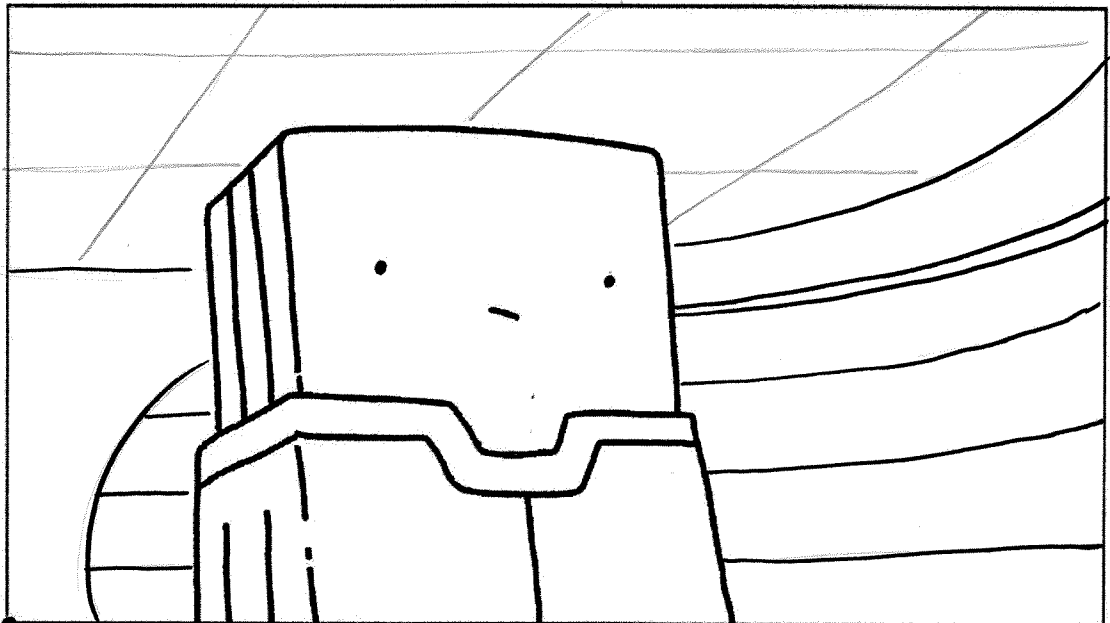
ADVENTURE TIME



Sc. 82 Pnl. A Bg. day night



Sc. 83 Pnl. A Bg. day night



Dialog:
PB/ ① GOOD IDEA... ② BUT LOOKS LIKE
THE RADIO'S KERFLOWED.

Action: -PB WALKS OVER TO RADIO.

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

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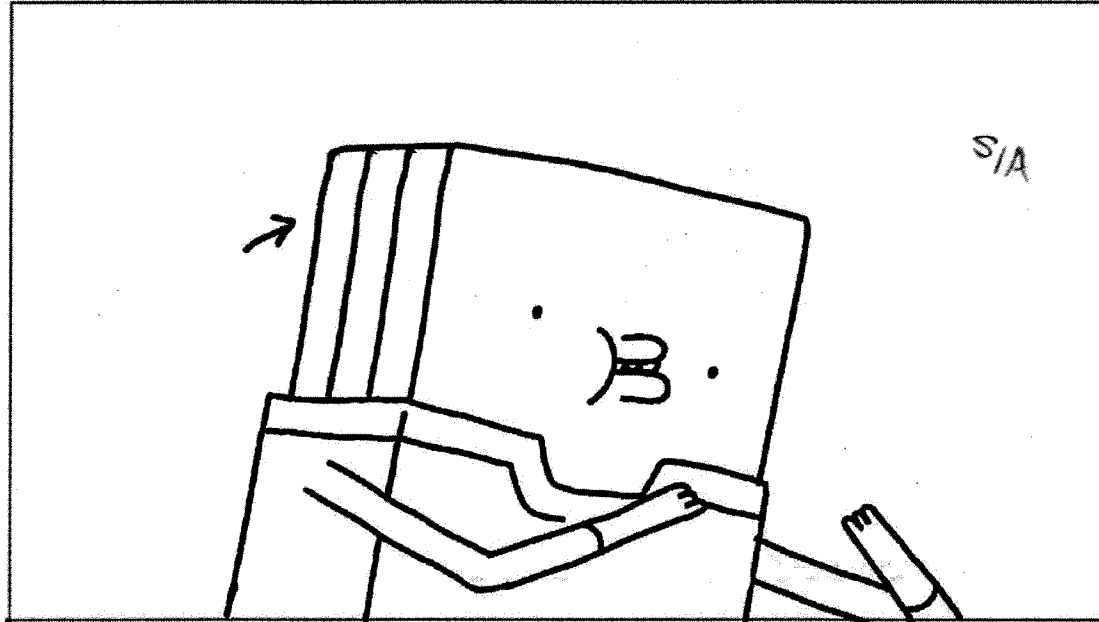
1014/151

ADVENTURE TIME

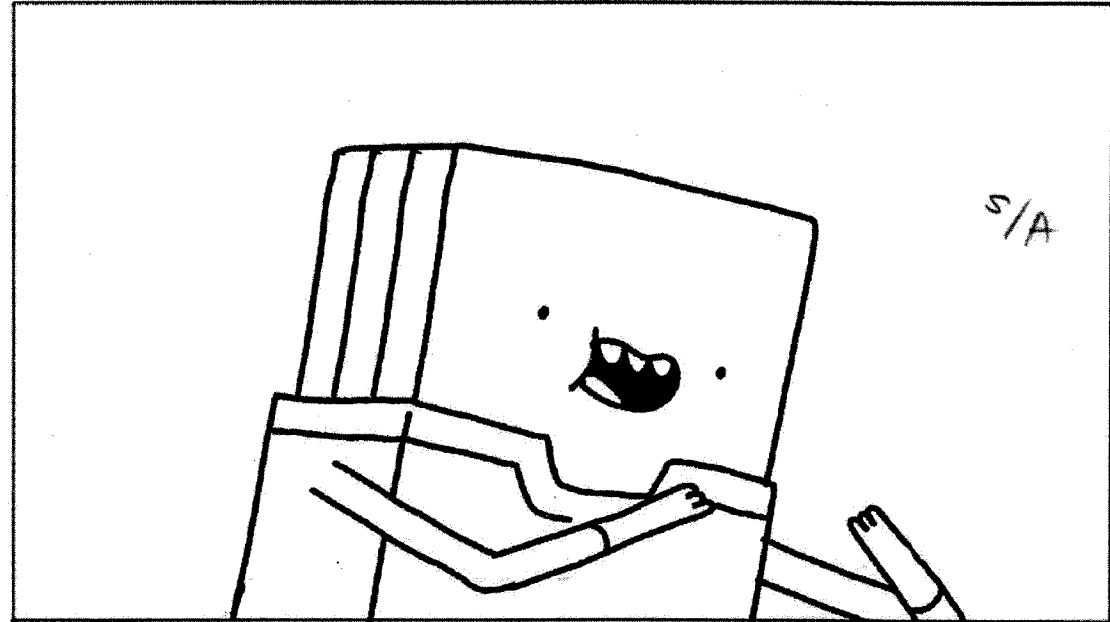


Page 110

Sc. 83 cont Pnl. B Bg. day night



Sc. 83 cont Pnl. C Bg. day night



Dialog:

JAMES/ VRRRT

James/ I can fix that radio.

Action:

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

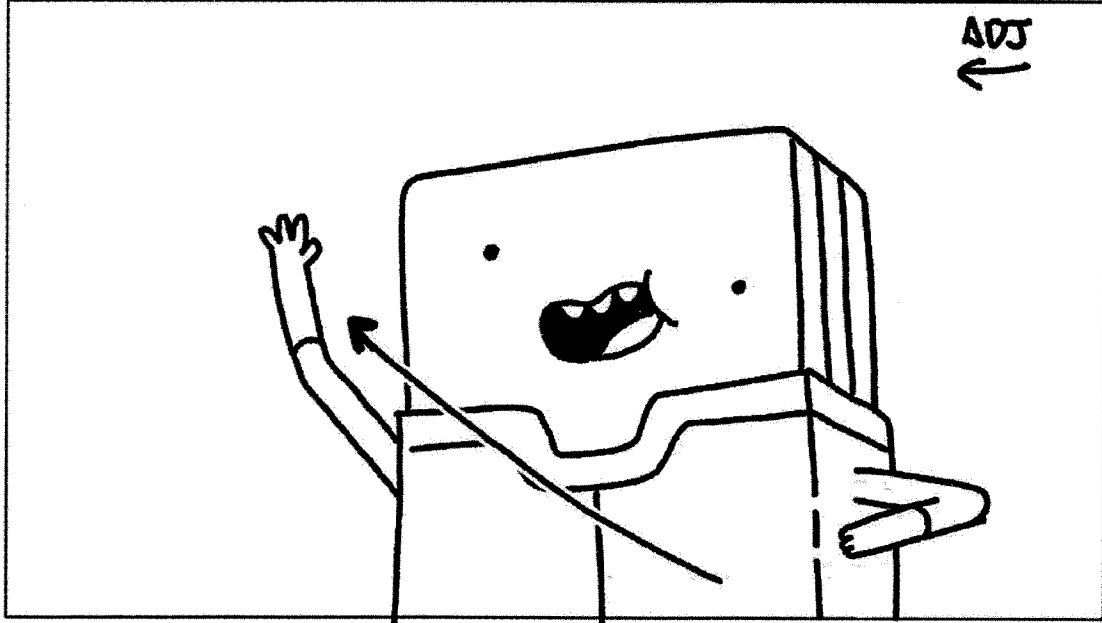
Production :

1014/151

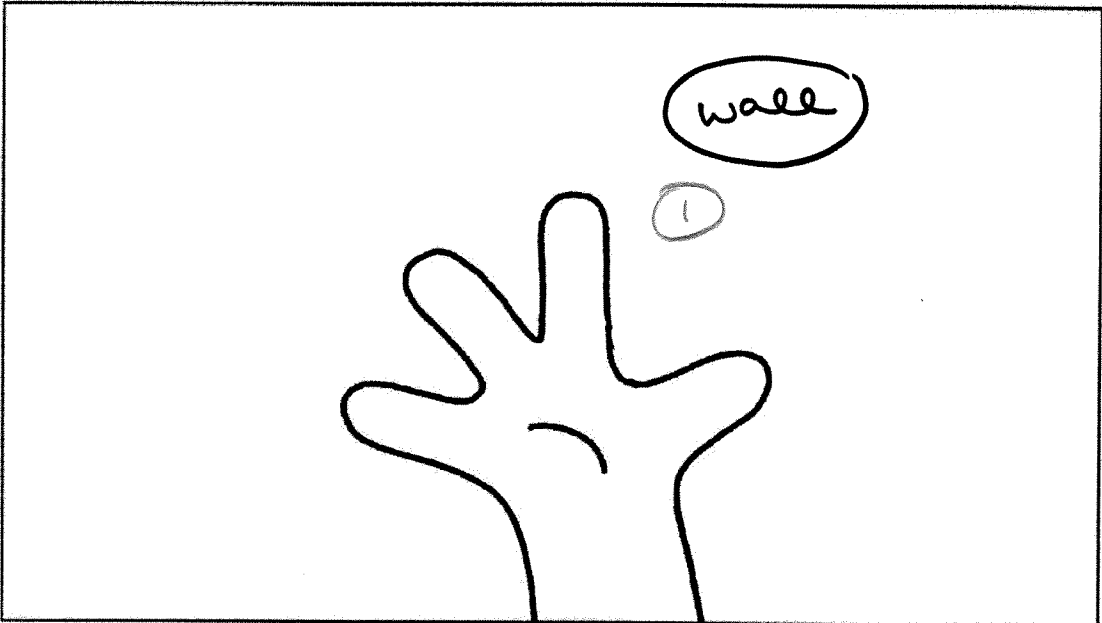
ADVENTURE TIME



Sc. 83 CONT Pnl. D Bg. day night



Sc. 84 Pnl. A Bg. day night



Dialog:	
<u>J/ MWARRRRR</u>	<u>JAMES/ BRRR/ NNG.</u>
JUN 27 2013	
Action:	
- J. RAISES HAND DRAMATICALLY. - ADJ. W/ ACTION	- JAMES FINISHES HIS HAND.
Timing:	



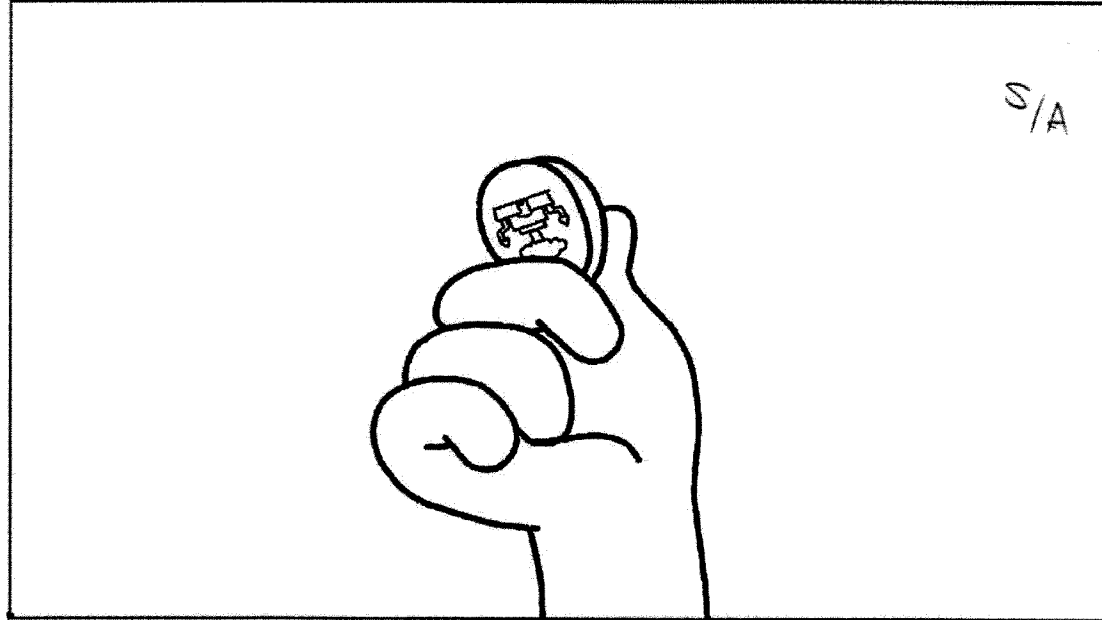
EPISODE # 1014-151
Production :

ADVENTURE TIME

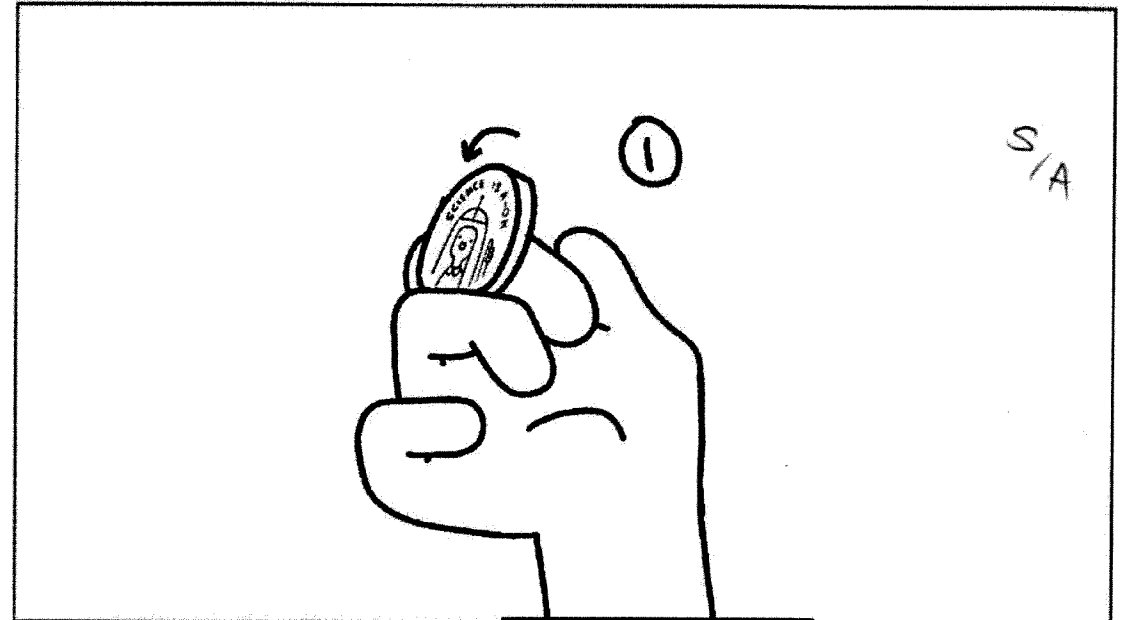


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Sc. 84 cont Pnl. B Bg. day night



Sc. 84 cont Pnl. C Bg. day night



1014-151

EPISODE #

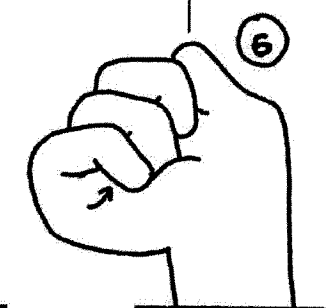
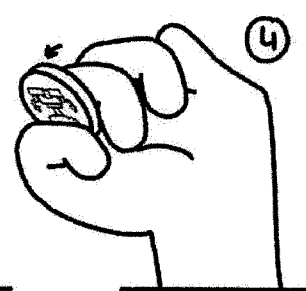
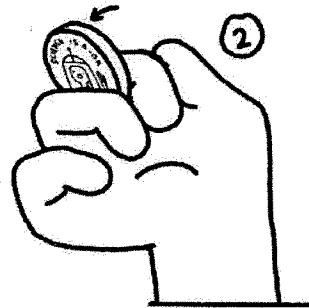
1014/151

Dialog:

SFX / DING.

Action:

- JAMES PRODUCES A COIN.



COIN GOES INTO HAND.

Timing:

- JAMES ROLLS COIN DOWN HIS HAND.

JUN 27 2012

Produc

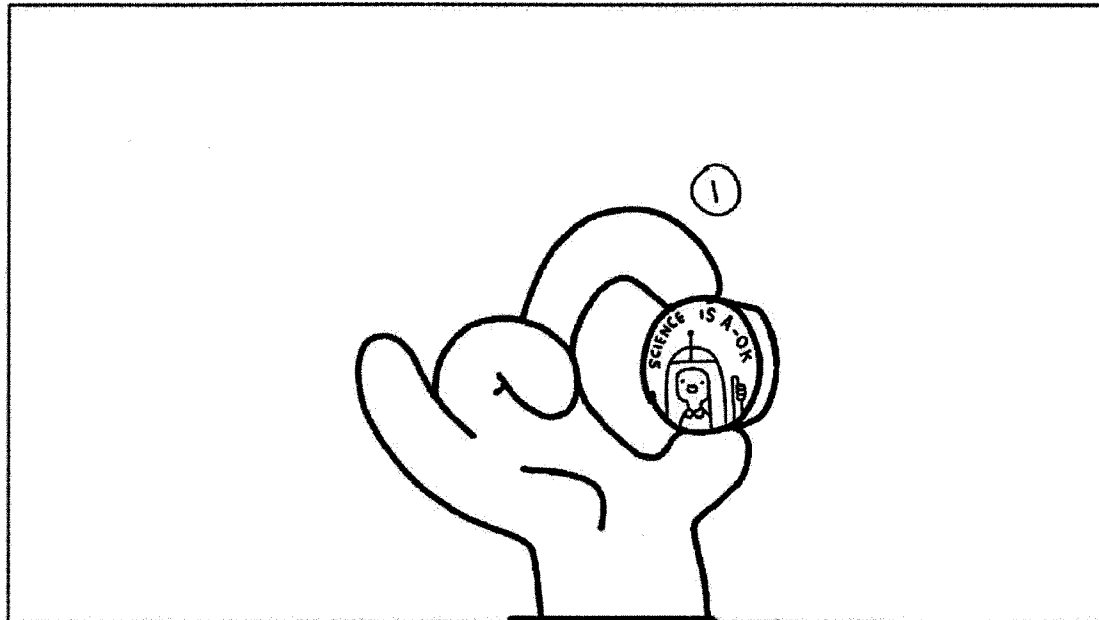
1014/151

ADVENTURE TIME

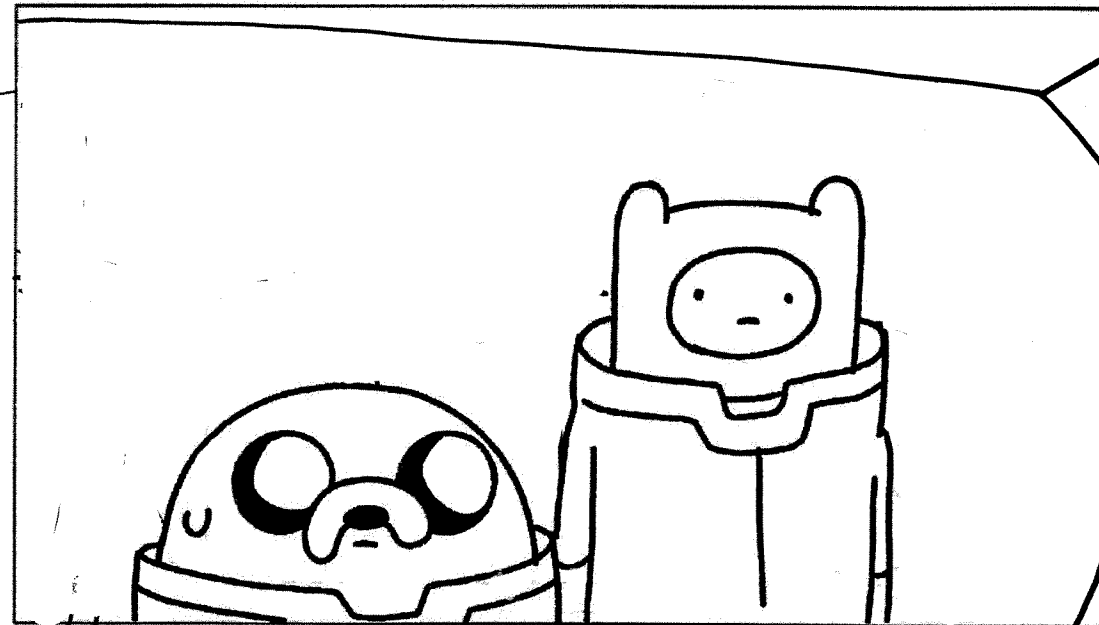


Page 113

Sc. 84 CONT Pnl. D Bg. day night



Sc. 85 Pnl. A Bg. day night

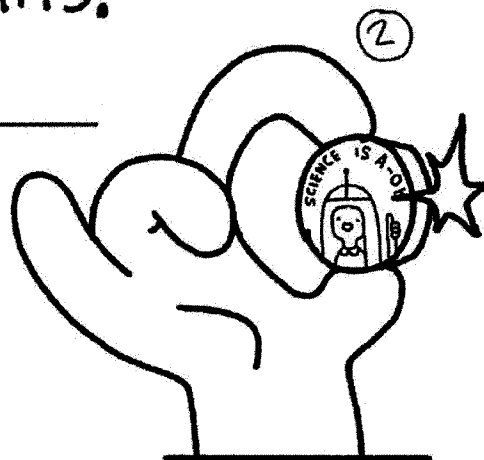


Dialog:

JAMES / WITH THIS.

Action:

Timing:



F & J / ...

JUN 27 2011

1014-151

EPISODE #

1014/151

Production :

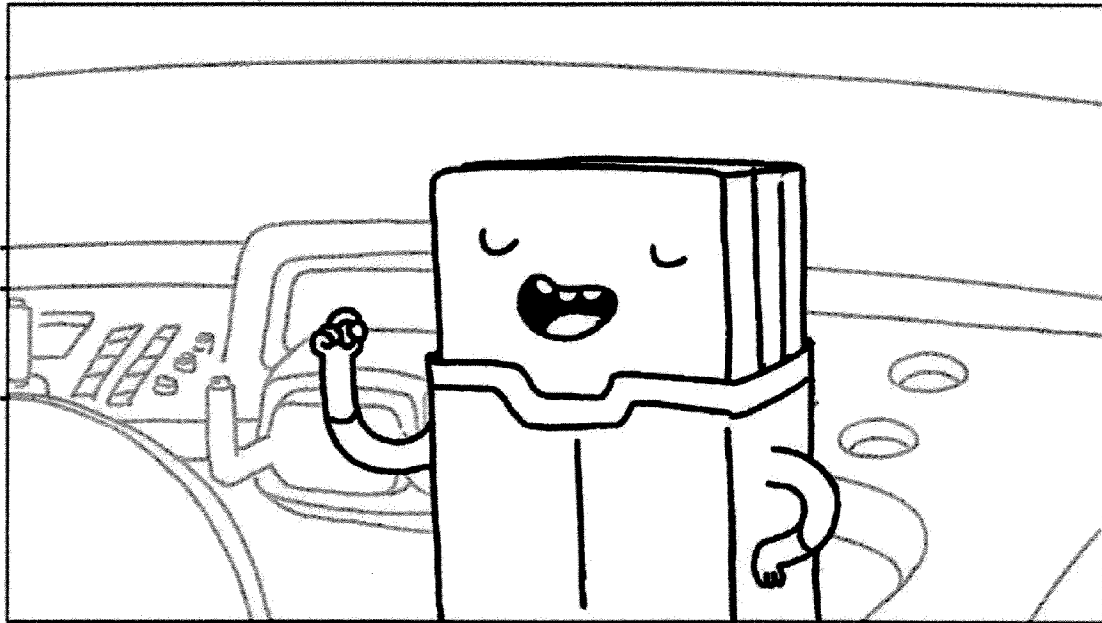
1014/151

ADVENTURE TIME



Page 114

Sc. 86 Pnl. A Bg. day night

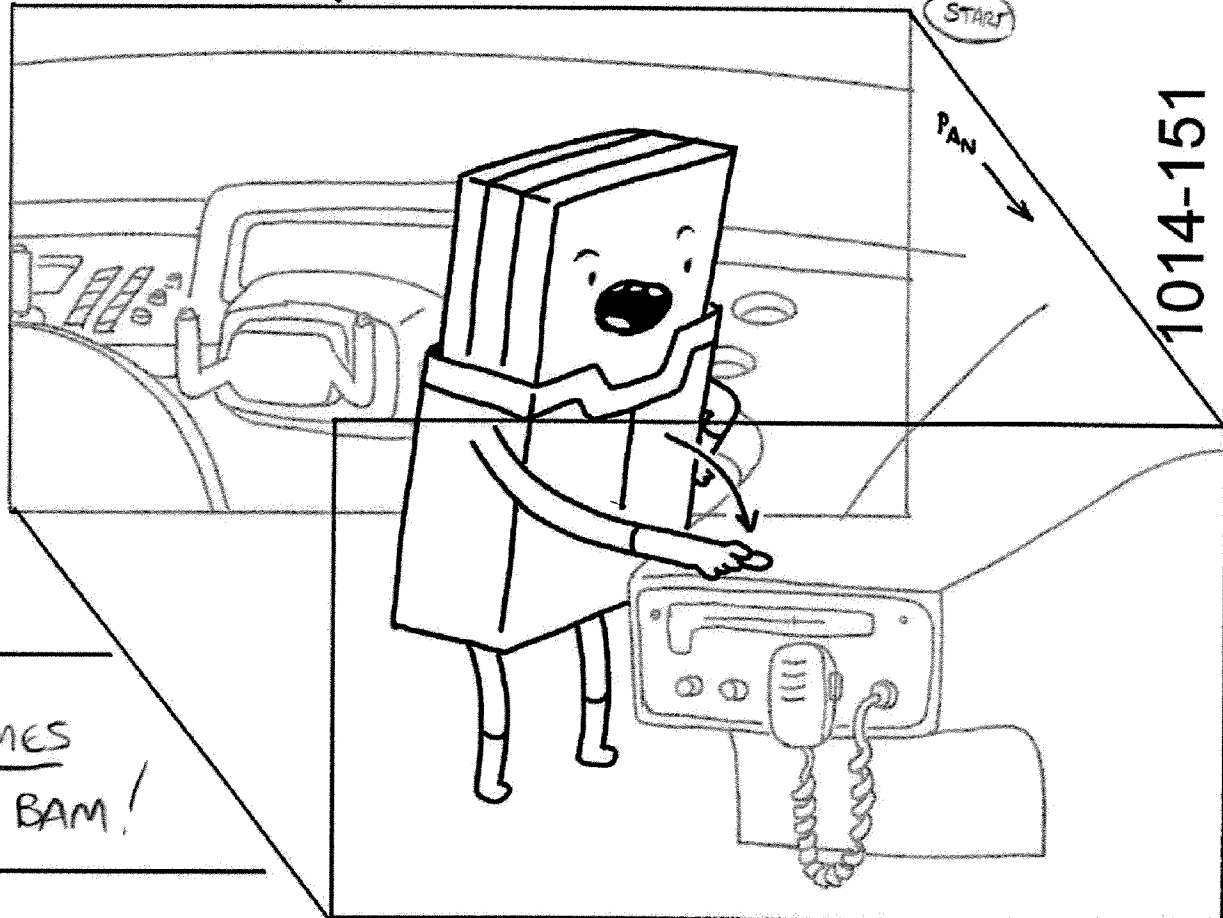


Dialog:
JAMES/ (SMUG)
'S A LUCKY COIN.
JAMES
BAM!

Action:

Timing:
JUN 27 2012

Sc. 86 cont Pnl. B Bg. day night



-J TURNS AND SLAPS COIN ON CONSOLE.
-PAN W/ ACTION

1014-151

Stop

1014/151

Production :

1014/151 1

1014/151

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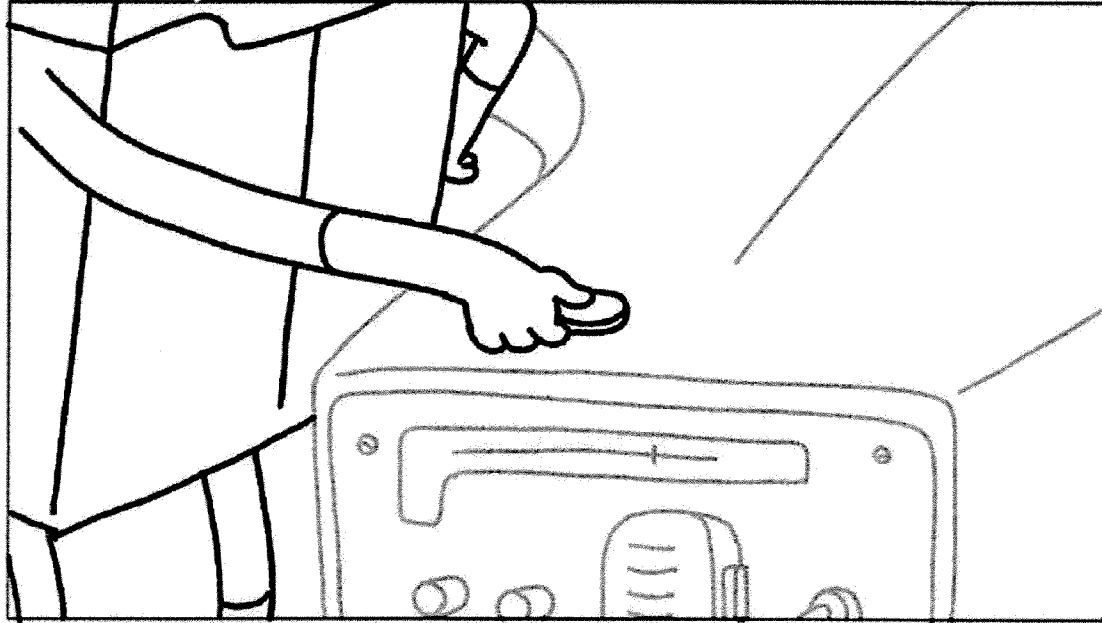
ADVENTURE TIME



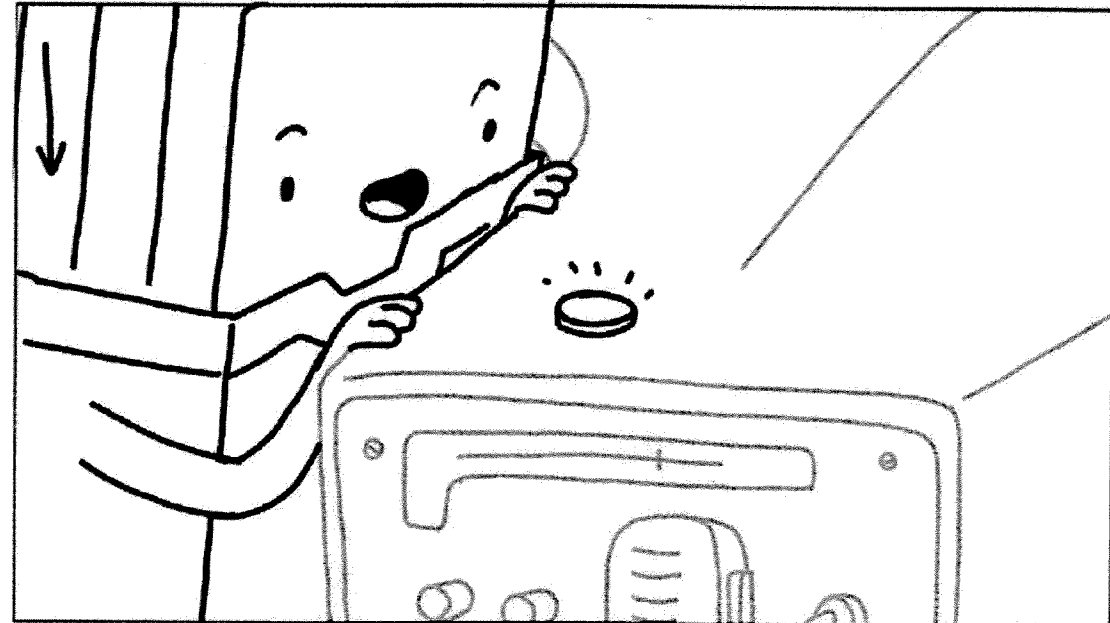
NO
SC
87

Page 115

Sc. 86 cont Pnl. C Bg. day night



Sc. 86 cont Pnl. D Bg. day night



Dialog:

JAMES / WHEN I BUST
OUT MY COIN,

Action:

- JAMES SQUATS DOWN

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

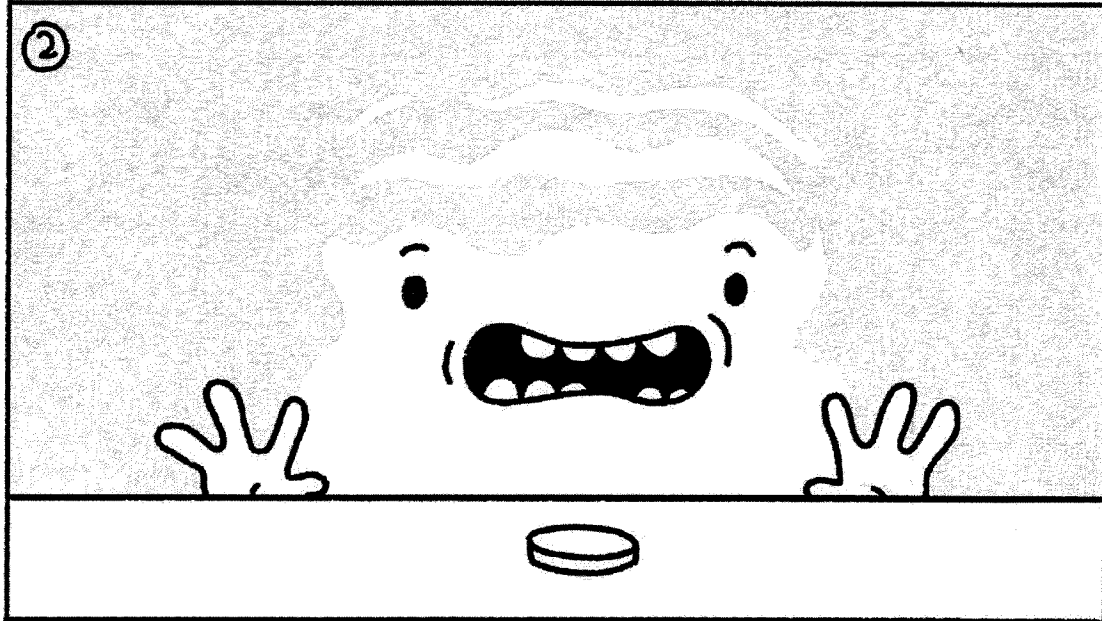
1014/151

ADVENTURE TIME

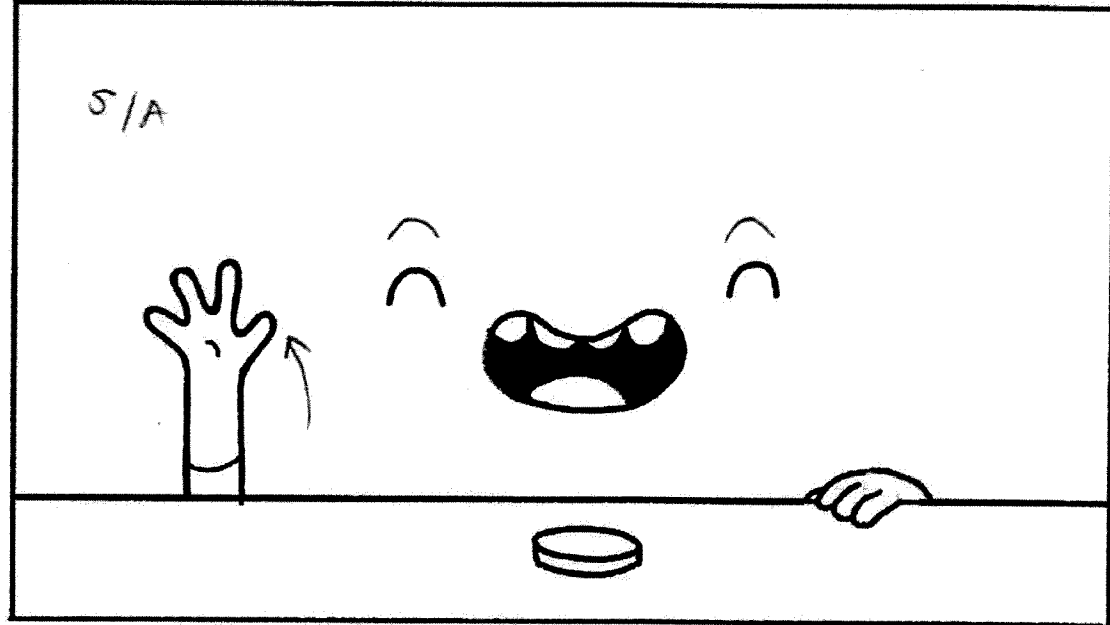


Page 116

Sc. 88 Pnl. A Bg. day night



Sc. 88 CONT Pnl. B Bg. day night



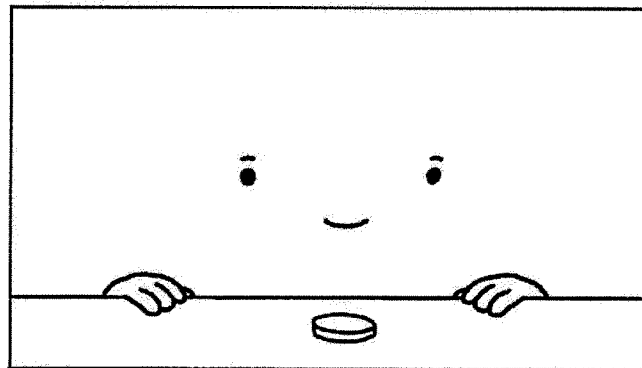
Dialog:

I/ GREAT STUFF HAPPENS.

Action:

-DRAMATIC LIGHTING- ①

Timing:



JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

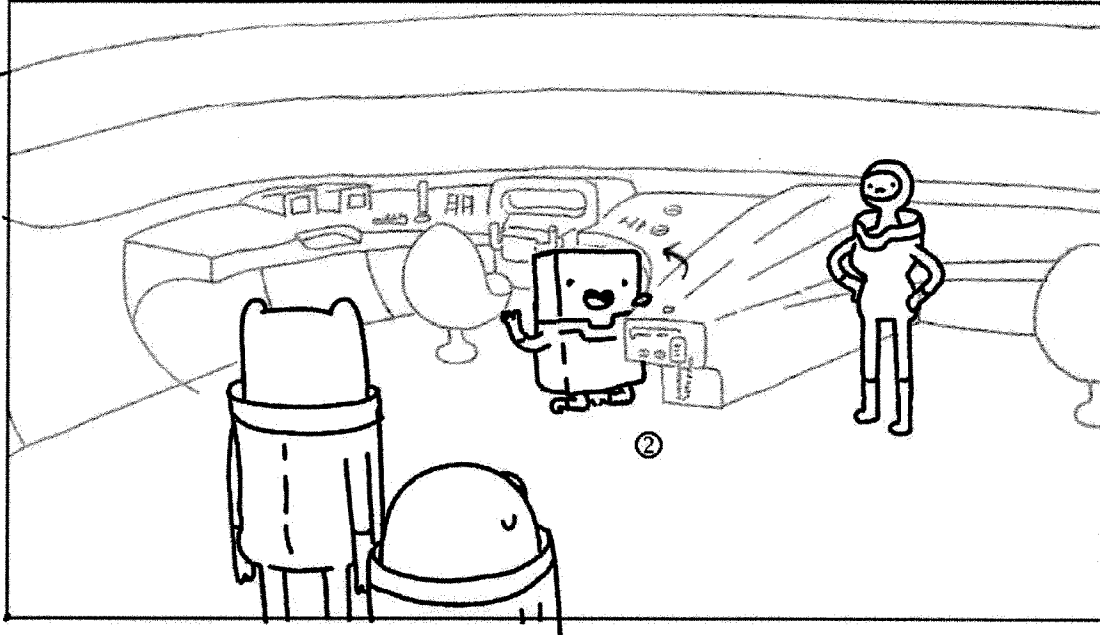
1014/151

ADVENTURE TIME

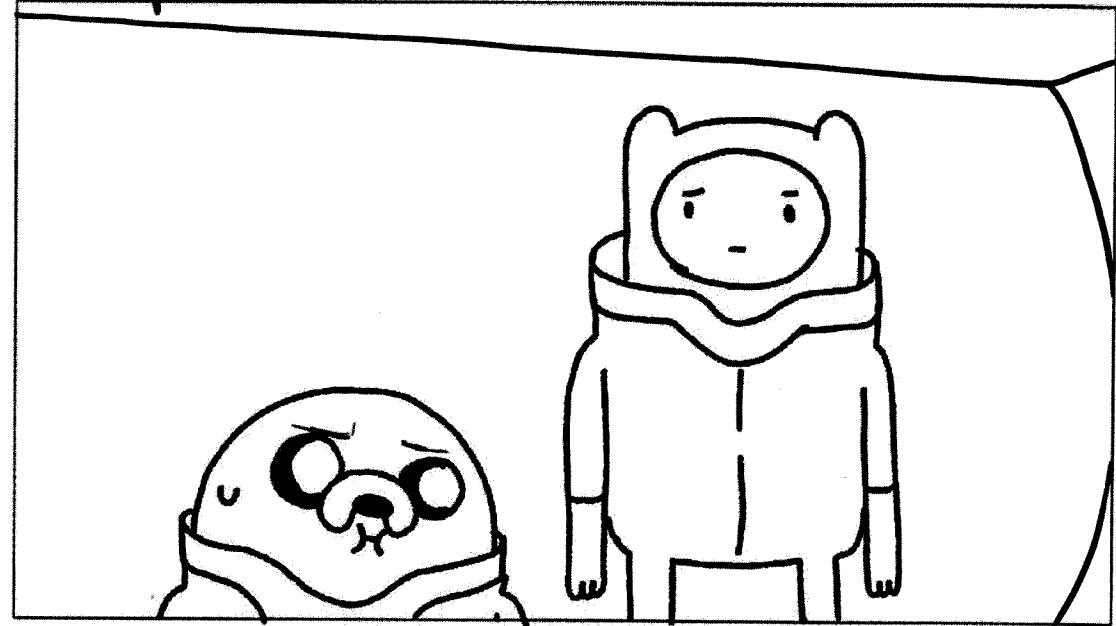


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Sc. 89 Pnl. A Bg. day night



Sc. 90 Pnl. A Bg. day night



Dialog:

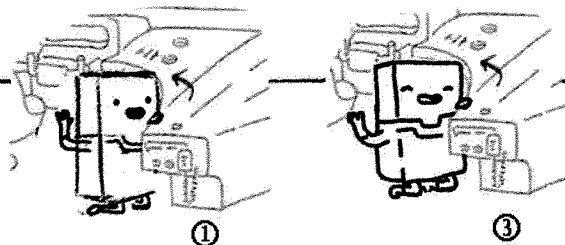
J/ LIKE WHEN I WAS CHOSEN TO GO ON THIS MISSION WITH YOU GUYS.

J: (CLOSED MOUTH STRAINING)

Action:

-J TURNS

Timing:



JUN 27 2013

1014-151

EPISODE #

1014/151

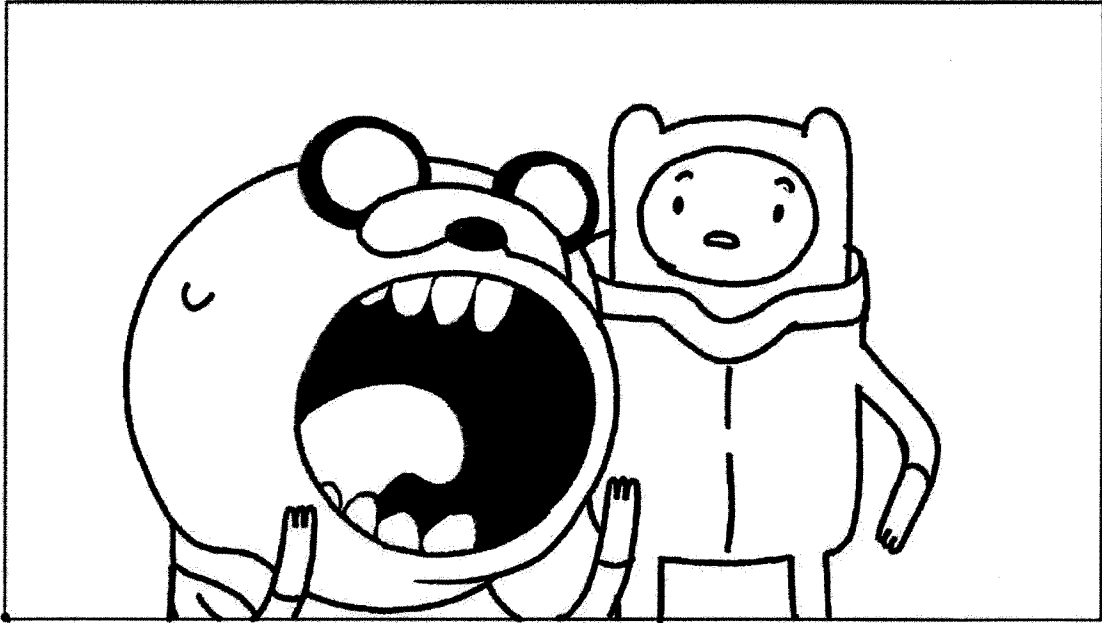
Production :

1014/151

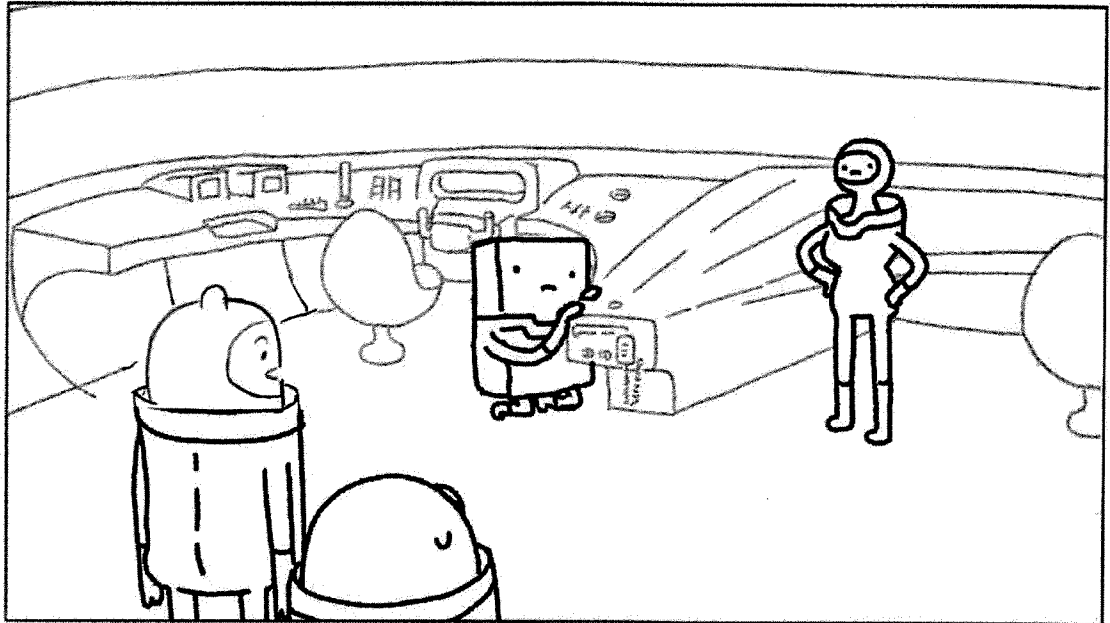
ADVENTURE TIME



Sc. 90 cont Pnl. B Bg. day night



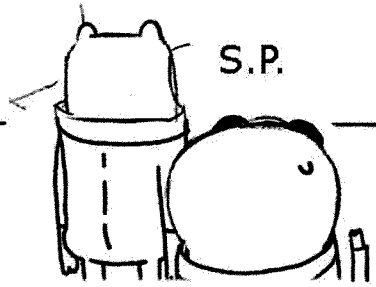
Sc. 91 Pnl. A Bg. day night



Dialog: JAKE/ (AS AN OUTBURST) JAMES THAT'S NOT HELPING! FINN: (CALM) DON'T PANIC, BABY.

Action:

Timing:



JUN 27 2013

EPISODE # 1014-151 Production :

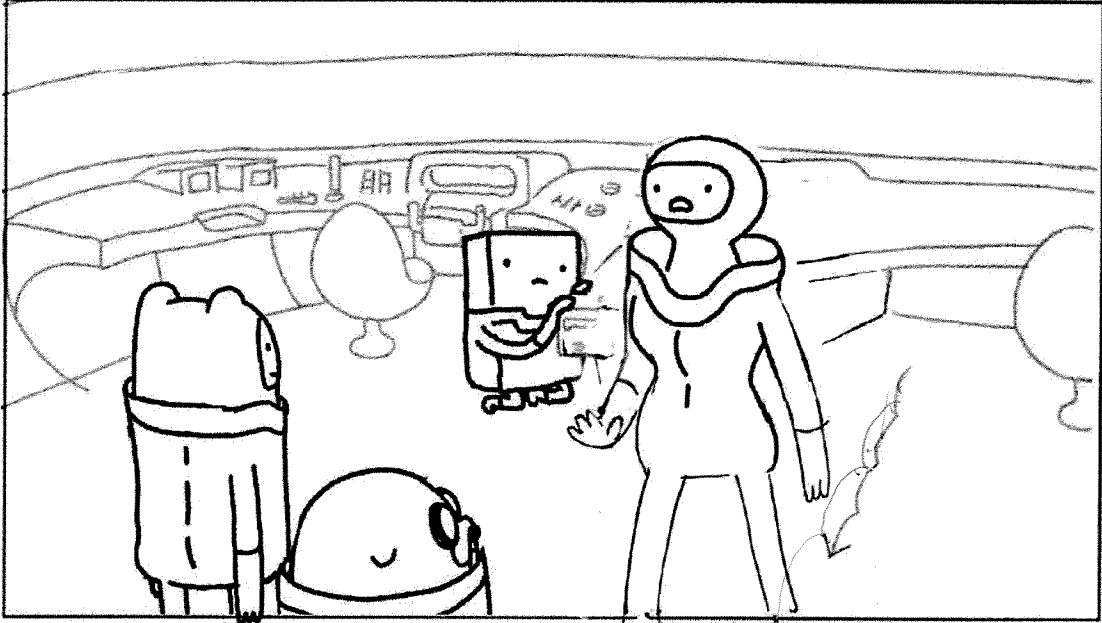
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1014/151

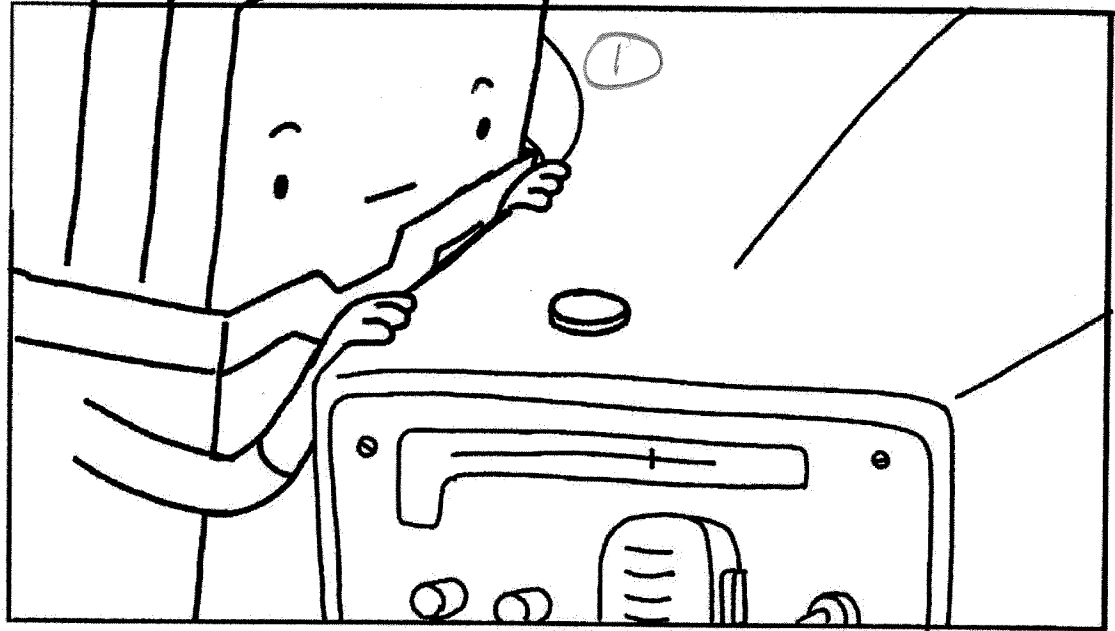
ADVENTURE TIME



Sc. 91 cont Pnl. B Bg. day night



Sc. 92 Pnl. A Bg. day night



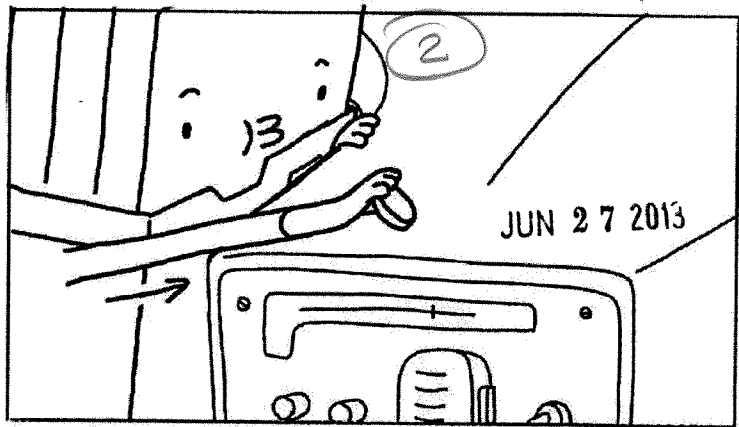
Dialog:
PB/ YES.
JAMES IS VERY RESOURCEFUL

Action:
-PB WALKS FORWARD.

Timing:

PB (VO)/ He'll work it out

-JAMES GRABS COIN.



JAMES/ VRRRT.

PT

JUN 27 2013

EPISODE # 1014-151

1014/151

1014/151

1014/151

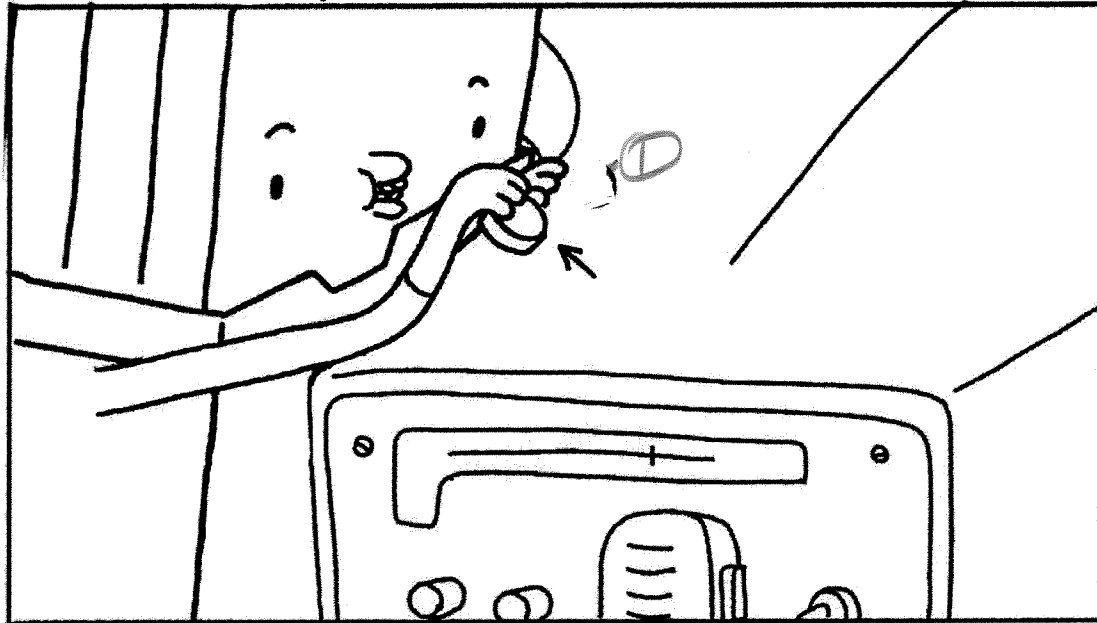
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ADVENTURE TIME

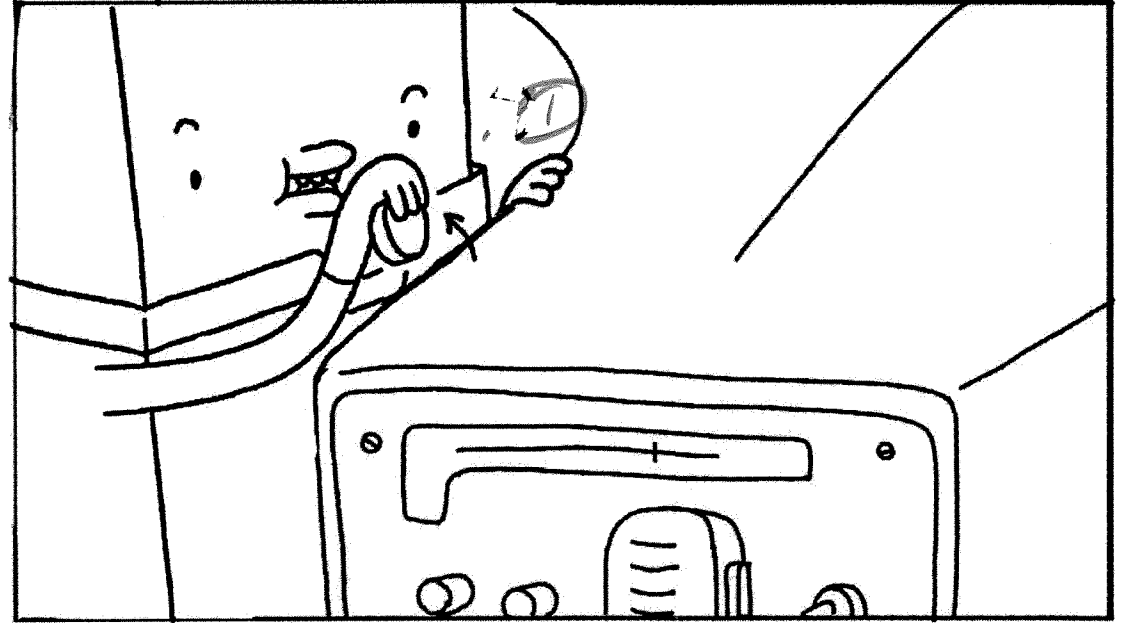


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Sc. 92 cont Pnl. B Bg. day night



Sc. 92 cont Pnl. C Bg. day night



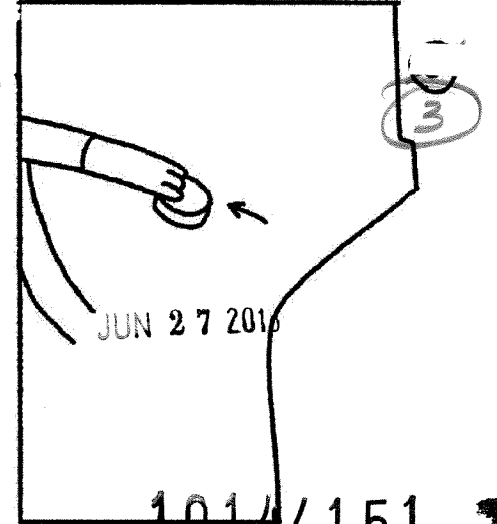
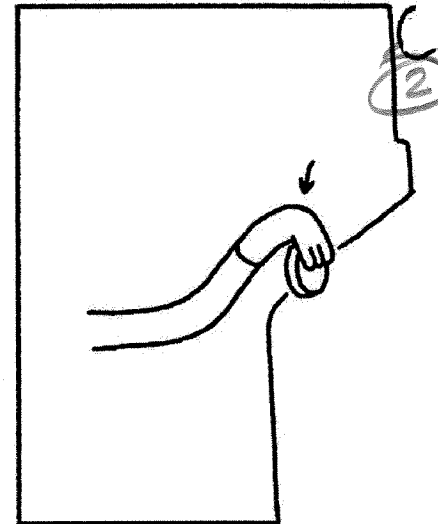
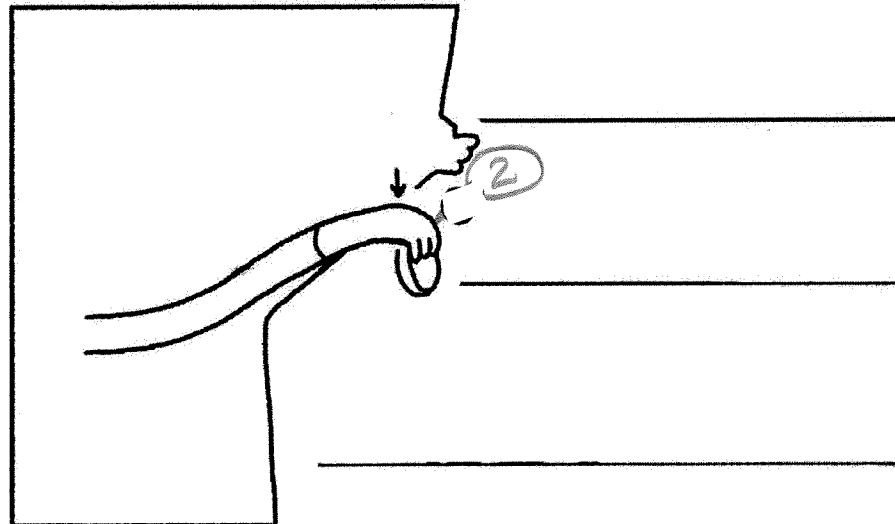
Dialog:

JAMES / (UP) VREE (DOWN) VRT (UP) VREE.

JAMES / (UP) VREE (DOWN) VRT.

Action:

Timing:



EPISODE # 1014-151

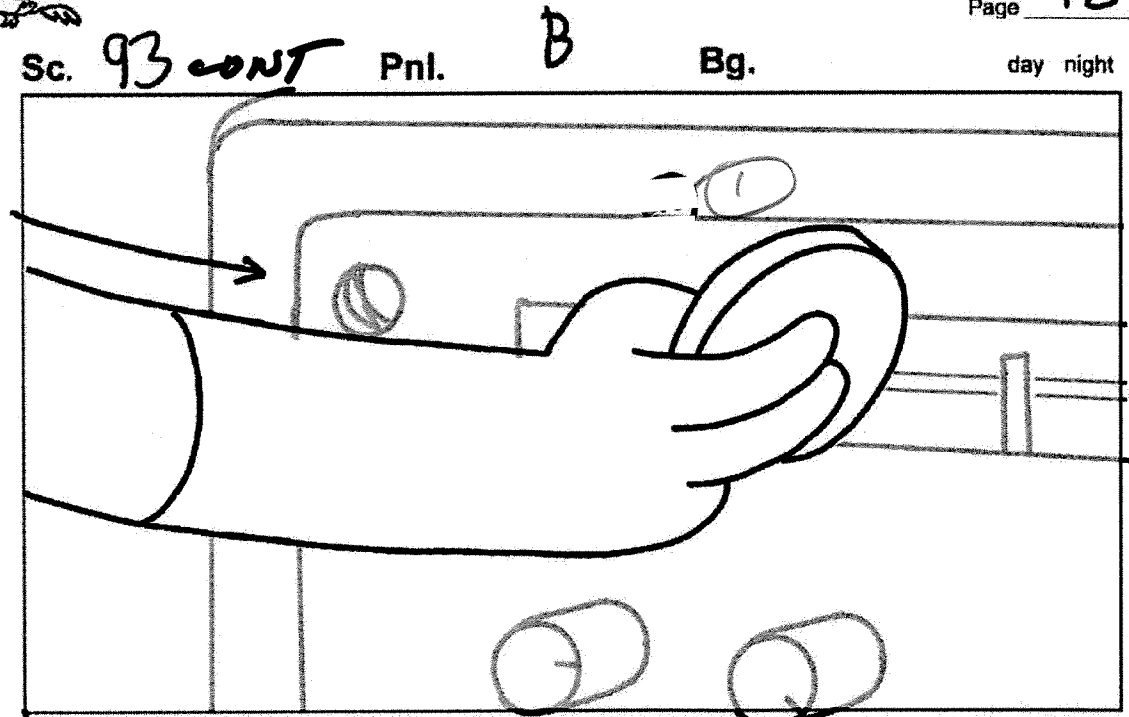
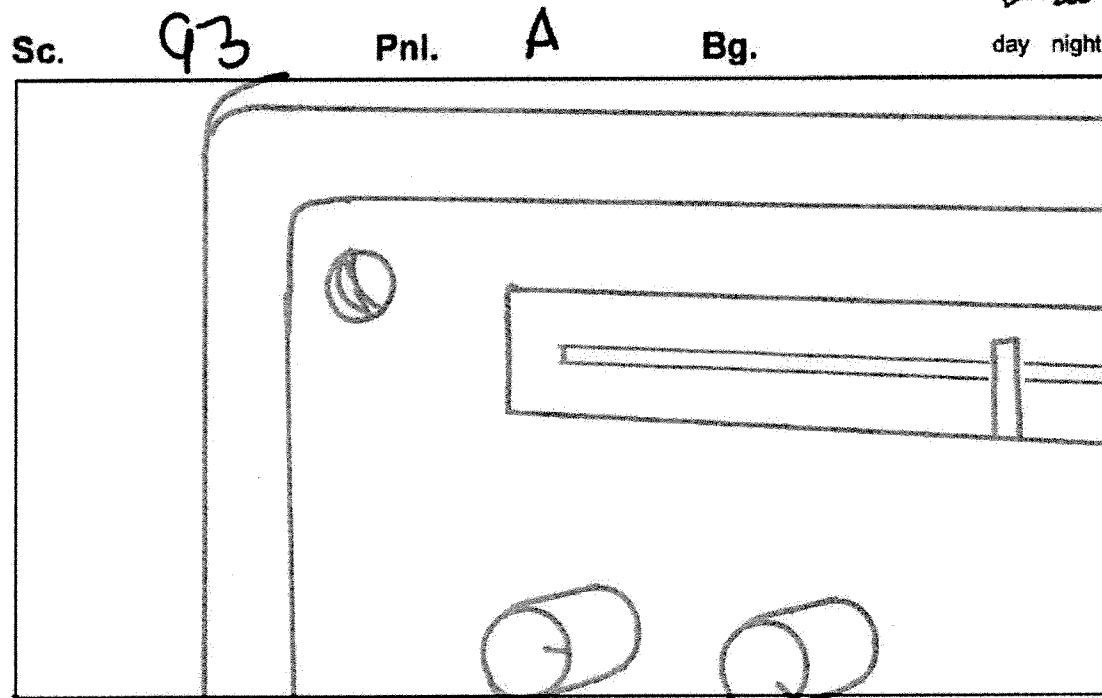
1014/151

1014/151

ADVENTURE TIME



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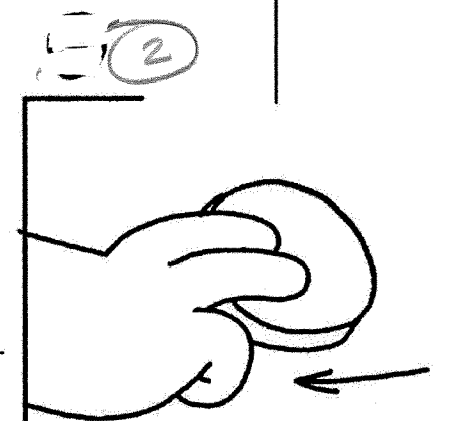
Dialog:

JAMES/(DOWN) VRT. (UP) VREEE.

Action:

Timing:

JUN 27 2013



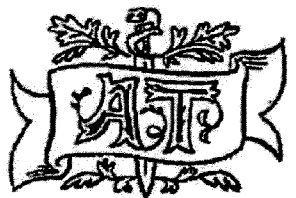
EPISODE # 1014-151

1014/151

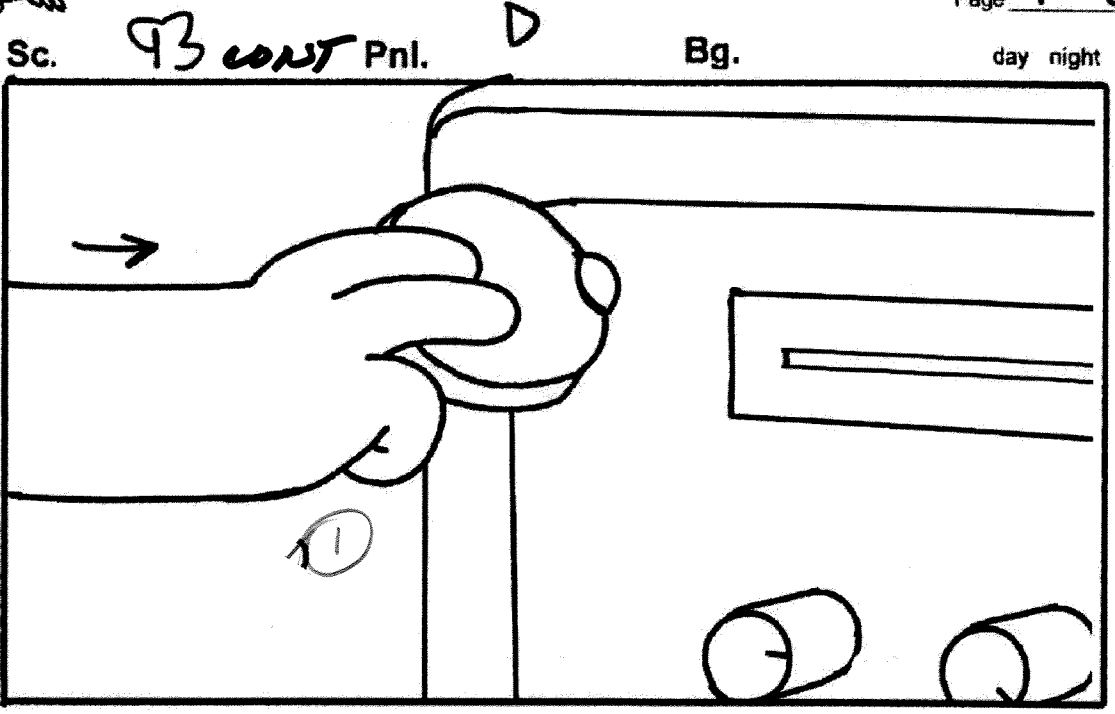
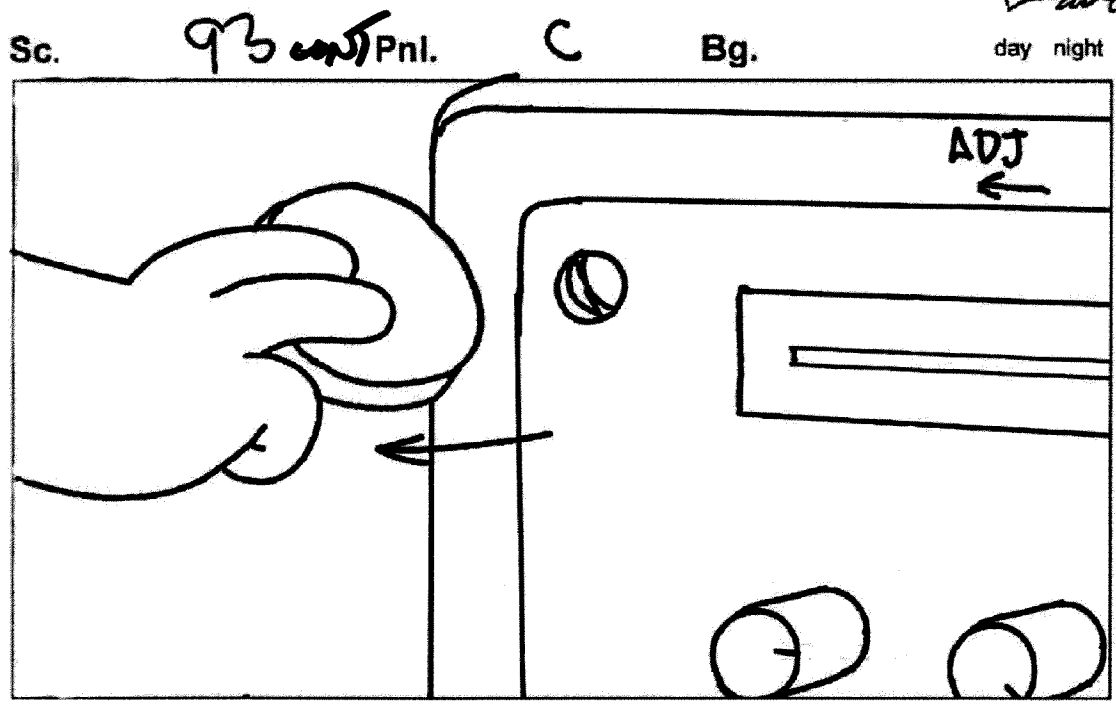
1014/151

1014/151

ADVENTURE TIME



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Dialog:

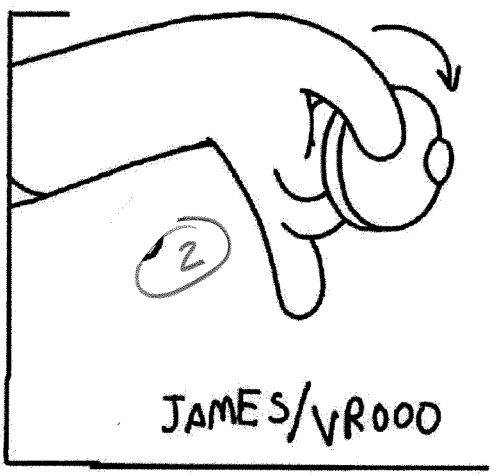
JAMES/(up) VREEE.

Action:

JAMES' HAND ACCIDENTALLY LANDS IN SCREW.

Timing:

JUN 27 2013



JAMES turns screw.
1014/151

1014/151

EPISODE # 1014-151

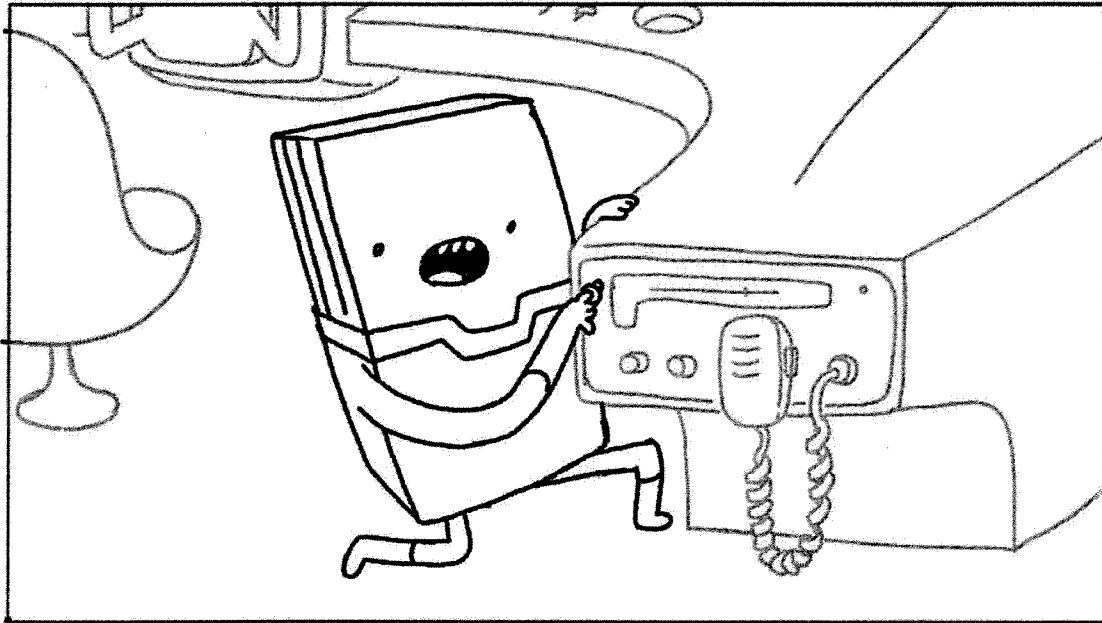
1014/151

ADVENTURE TIME

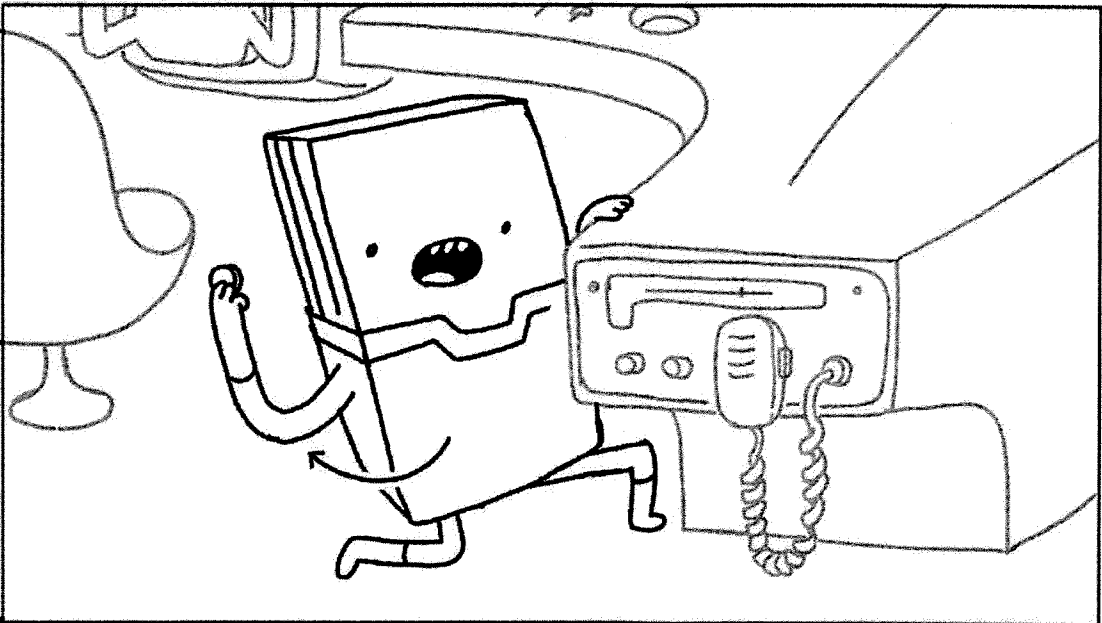


Page 123

Sc. 94 Pnl. A Bg. day night



Sc. 94 cont Pnl. B Bg. day night



Dialog:	<u>James</u> / Look PRINCESS.	<u>JAMES</u> / I INVENTED A COIN-OPERATED-COIN-SCREW DRIVER.
Action:		
Timing:		

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1014-151
EPISODE #
Production :

1014/151

1014/151

1014/151

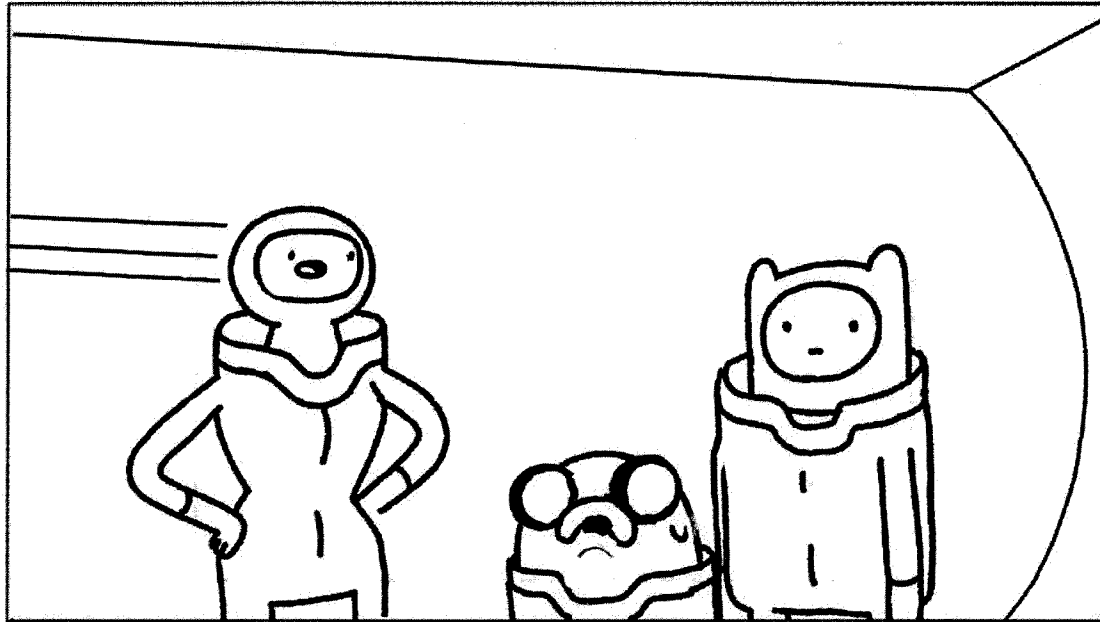
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ADVENTURE TIME

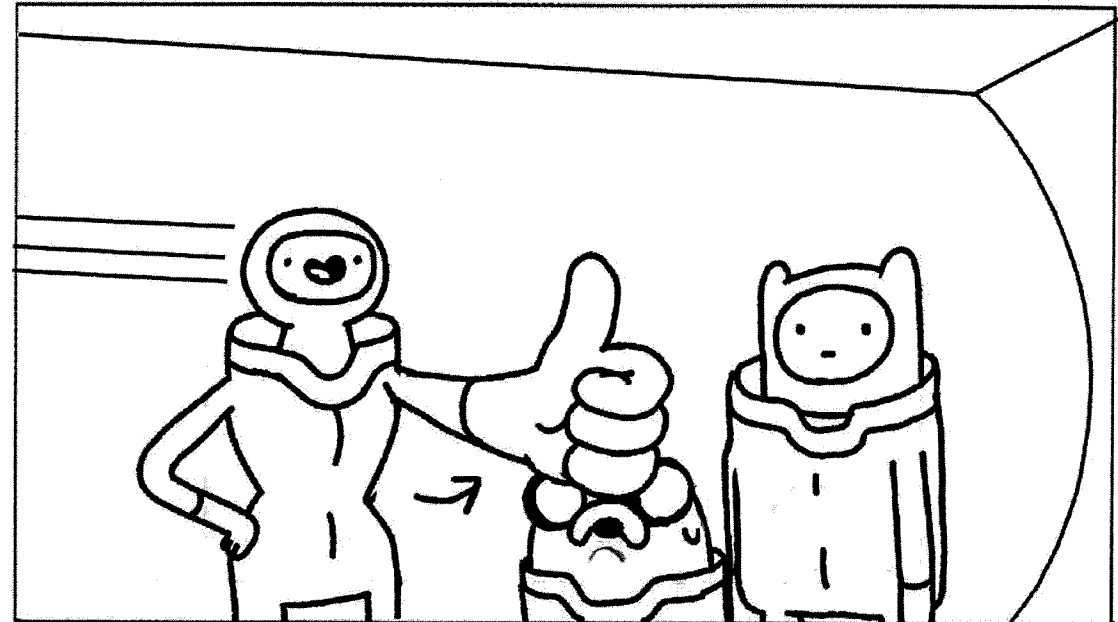


Page 124

Sc. 95 Pnl. A Bg. day night



Sc. 95 cont Pnl. B Bg. day night



Dialog:

PB/ SEE WHAT I MEAN.

PB/ GOOD JOB, JAMES!

Action:

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

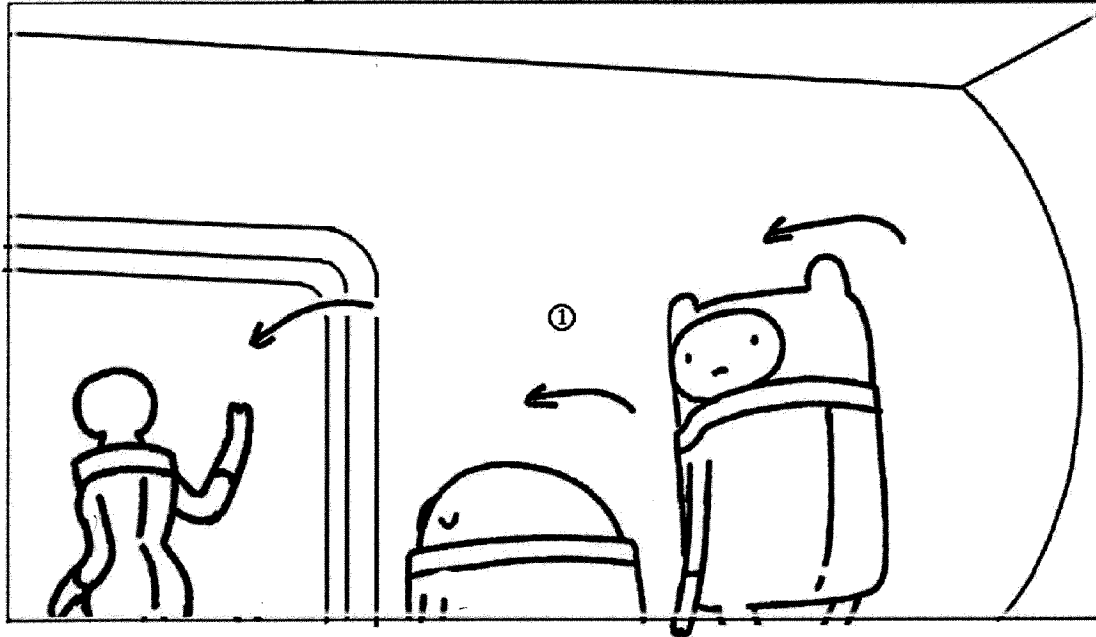
1014/151

ADVENTURE TIME

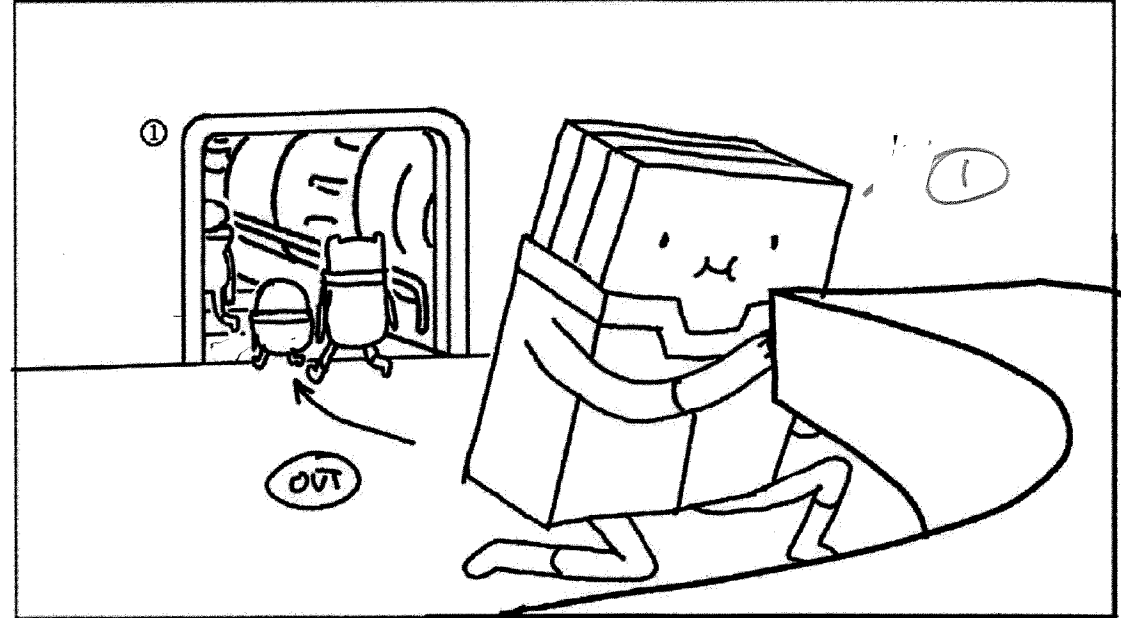


Page 125

Sc. 95 *cont* Pnl. C Bg. day night



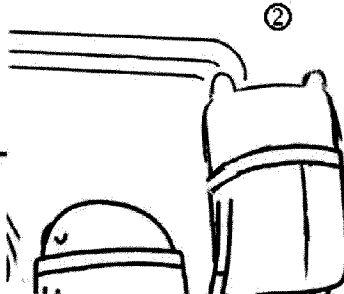
Sc. 96 Pnl. A Bg. day night



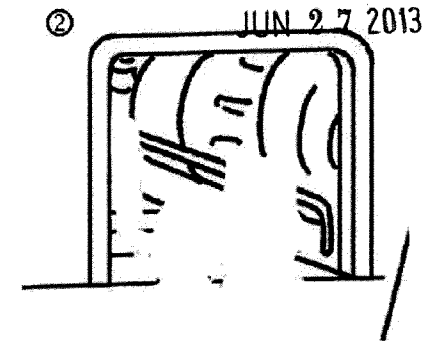
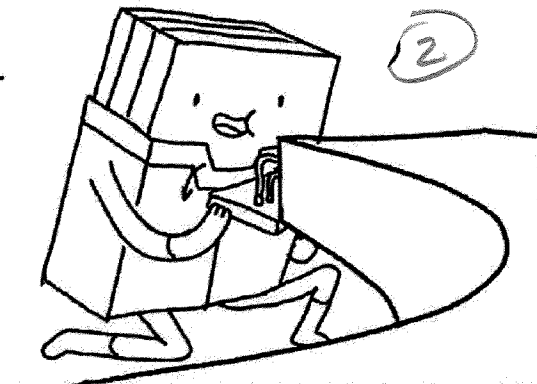
Dialog: PB/ ① COME ON BOYS, LET'S TAKE INVENTORY OF THE ② EMERGENCY GEAR.

Action:
- PB TURNS AND WALKS AWAY.

Timing:



JAMES/ VREET, LUCKY COIN ② STRIKES AGAIN.



JAMES/ VREET.
1014/151

EPISODE # 1014-151

1014/151

ADVENTURE TIME

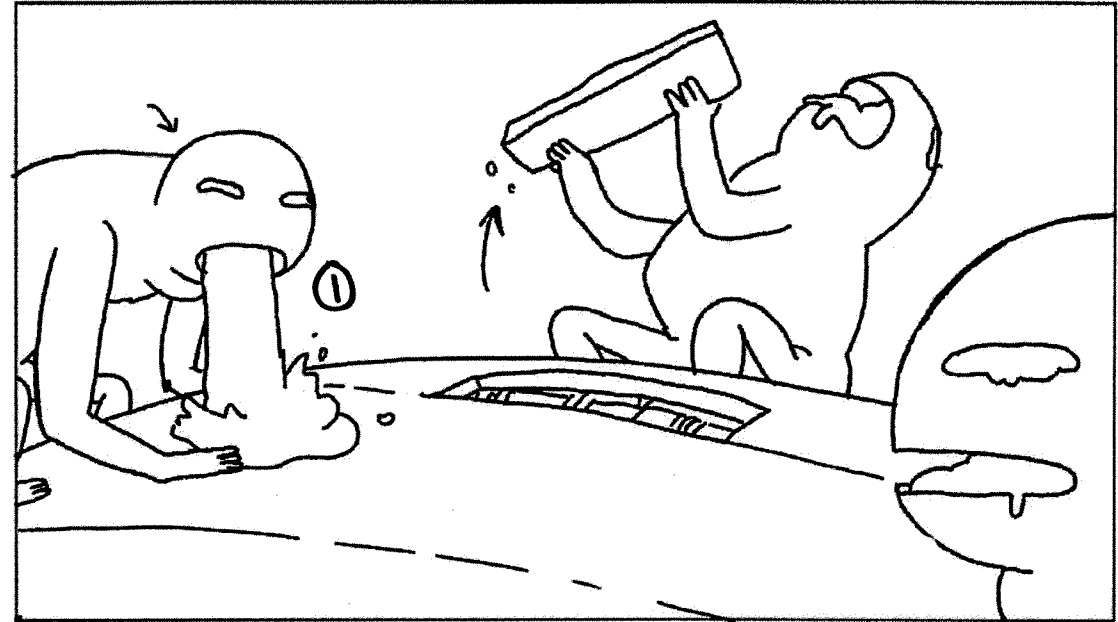


Page 126

Sc. 97 Pnl. A Bg. day night



Sc. 97 cont Pnl. B Bg. day night



Dialog:

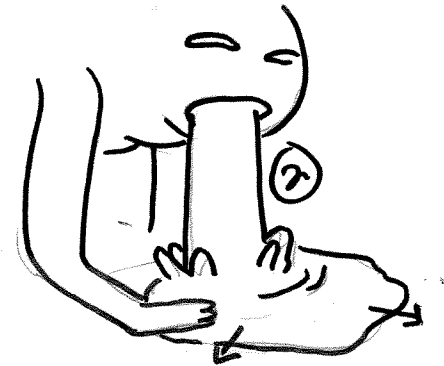
GOO MONSTER #1: BLARGH!

JUN 27 2013

Action:

- PLEASE STAGGER MOVEMENTS,
- GOO MONSTER# VOMITS GOO ONTO HULL.
- GOO MONSTER# RIPS PIECE OF SHIP OFF hull

Timing:



1014/151

1014-151

EPISODE #

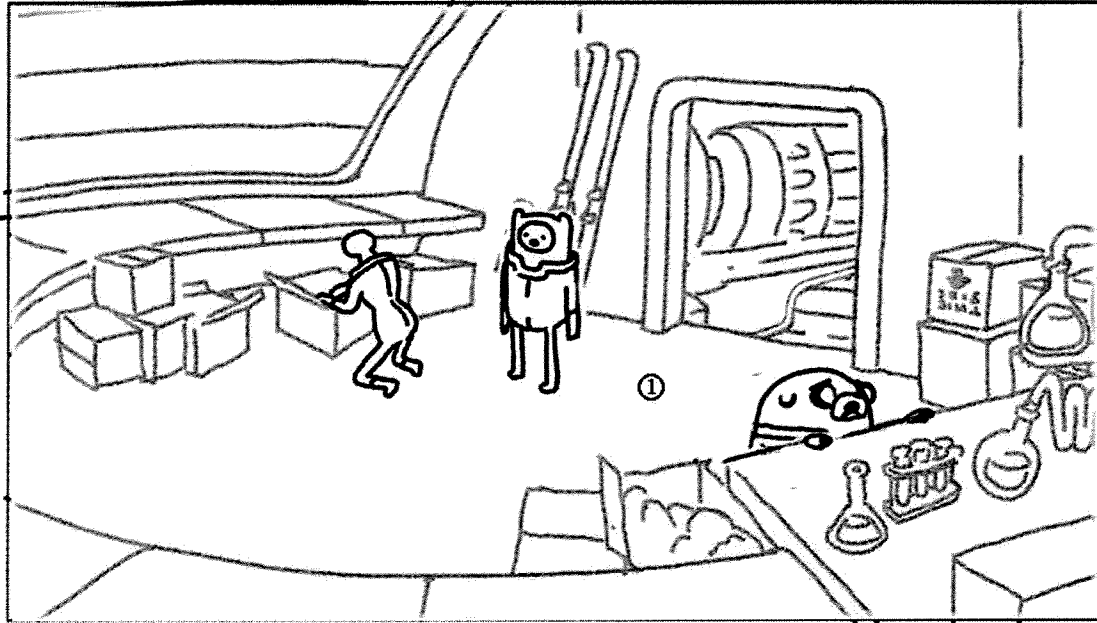
1014/151

ADVENTURE TIME

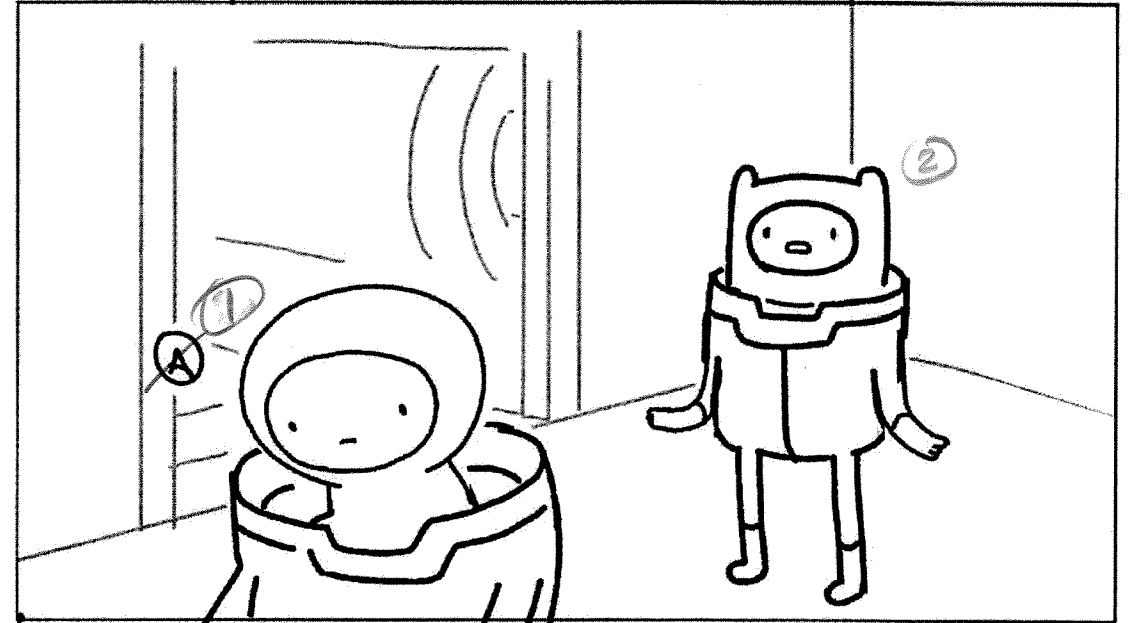


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Sc. 98 Pnl. A Bg. day night



Sc. 99 Pnl. A Bg. day night

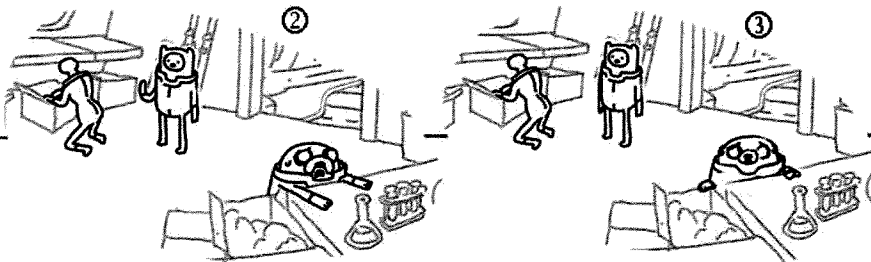


Dialog:

F/② HEY PREEB ROS...
J/(PANTING.)

E: ① I KNOW THINGS SEEM BAD BUT
I'LL FIGURE OUT A PLAN.

Action:



Timing:

PB is moving her
arms around looking
through boxes.



JUN 27 2013



EPISODE # 1014-151

Production :

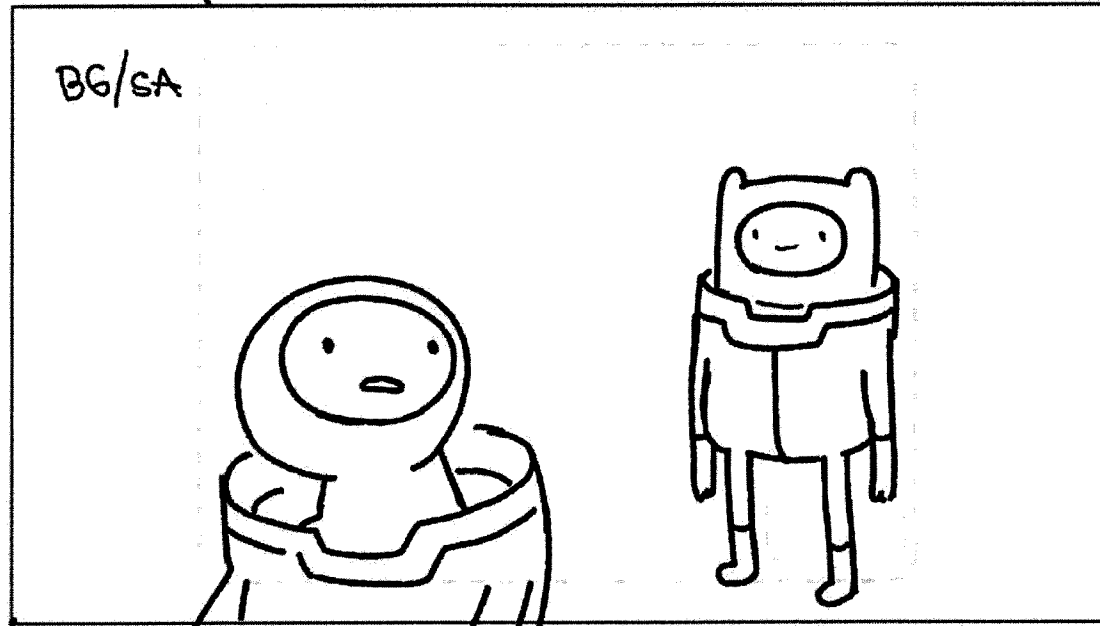
1014/151

ADVENTURE TIME

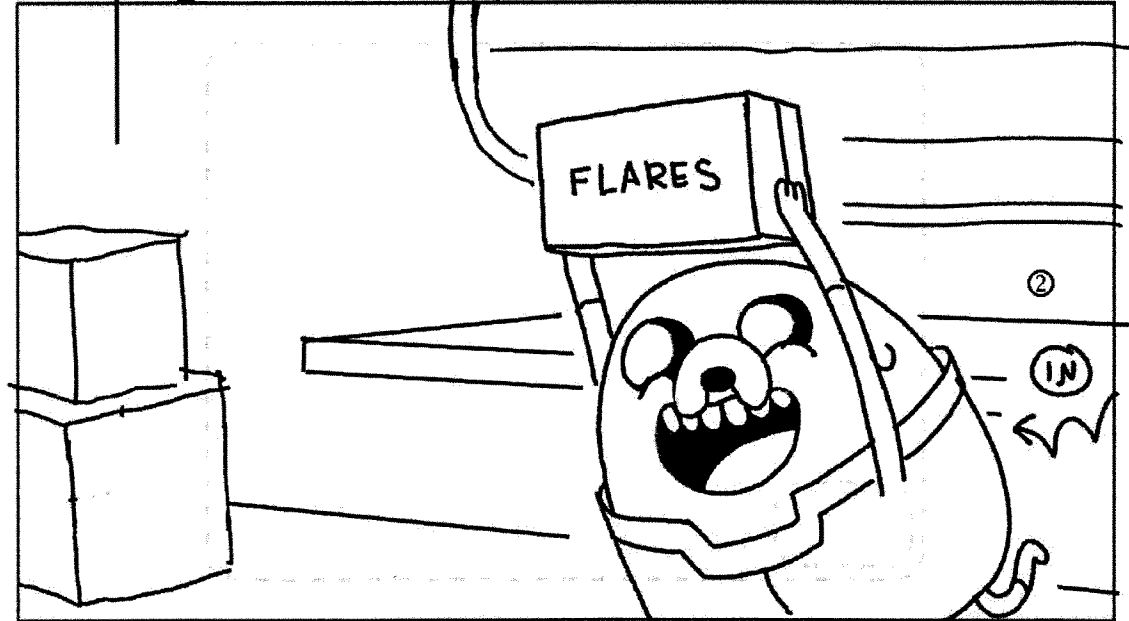


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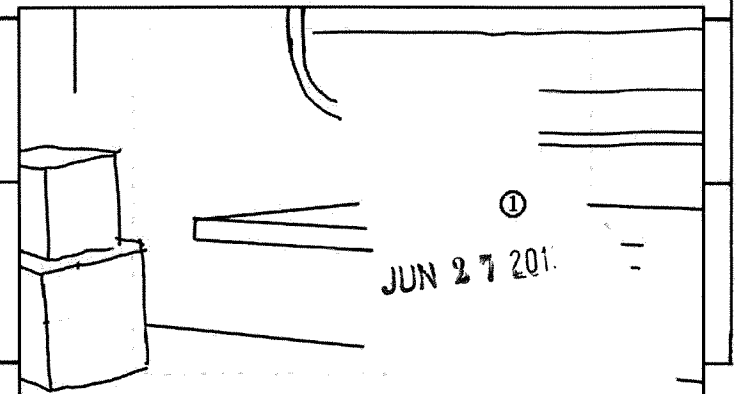
Sc. 99 *cont* Pnl. B Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog:	
PB/ I KNOW, FINN.	J/ DUDE, I FOUND SOME FLARES!
Action:	-J RUNS ON/S
Timing:	



1014-151

EPISODE #

1014/151

Production :

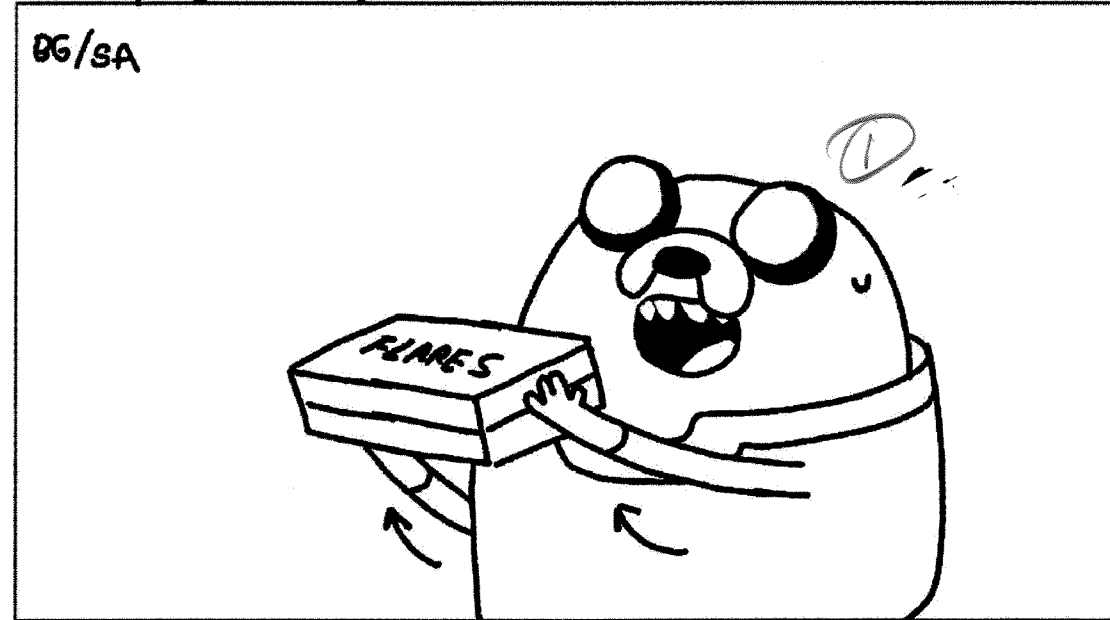
1014/151

ADVENTURE TIME

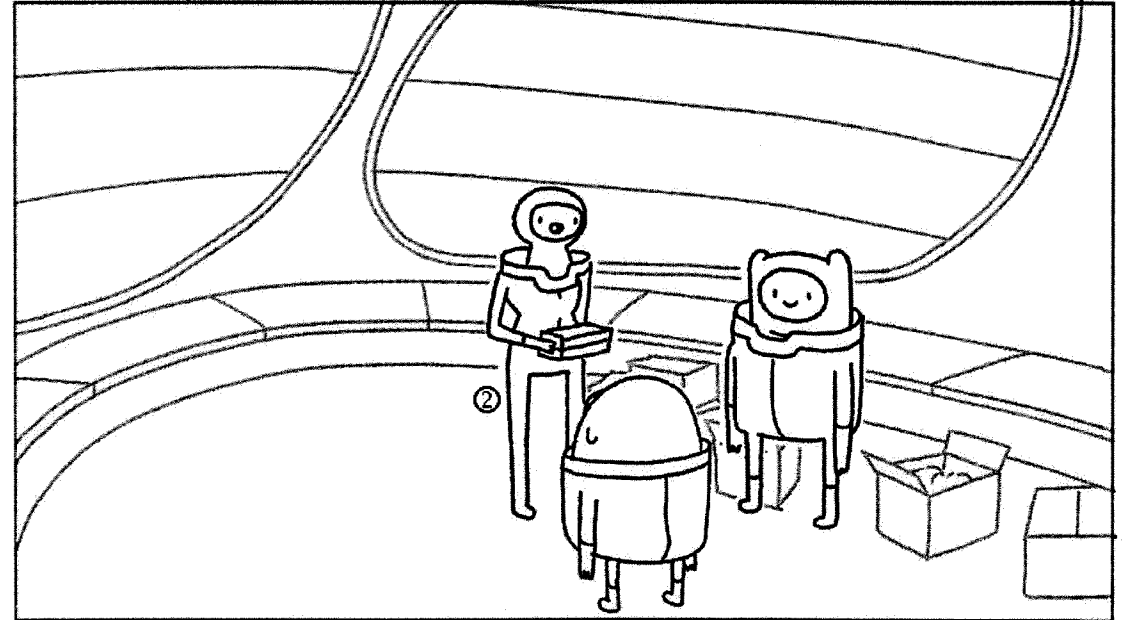


Page 129

Sc. 100 cont Pnl. B Bg. day night



Sc. 101 Pnl. A Bg. day night



<p>Dialog:</p> <p><u>J</u> / <u>1</u> I SAVED US.</p>		<p><u>PB</u> / RIGHT ON.</p>	
<p>Action:</p>		<p>JUN 15 2013</p>	
<p>Timing: JAKE HANDS FLARES TO PB.</p>			

1014-151

EPISODE #

1014/151

Production :

1014/151

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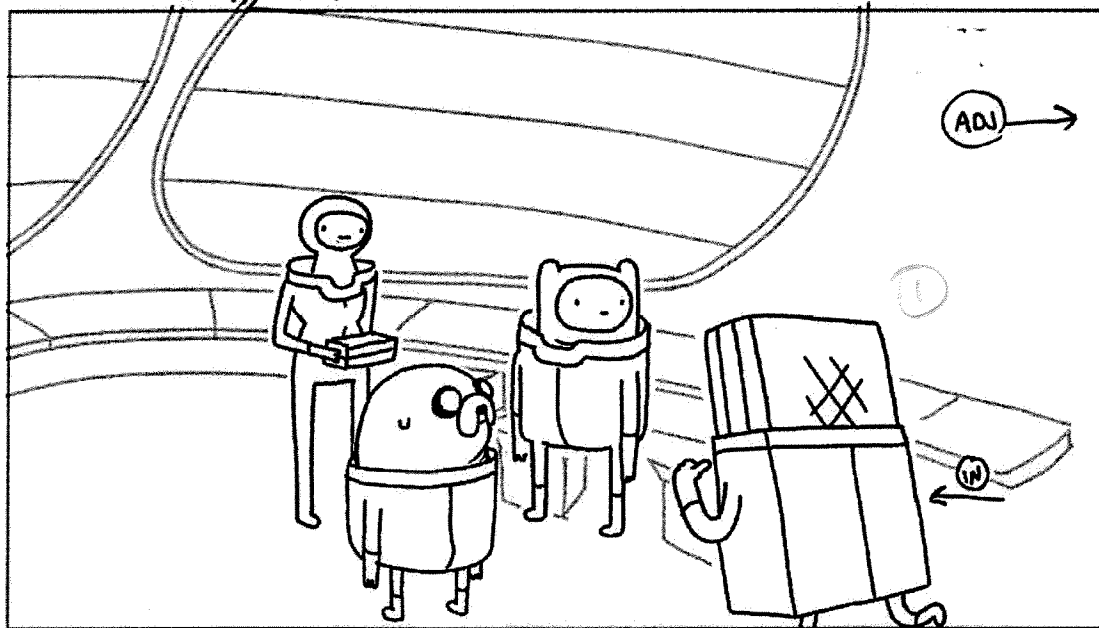
1014/151

ADVENTURE TIME

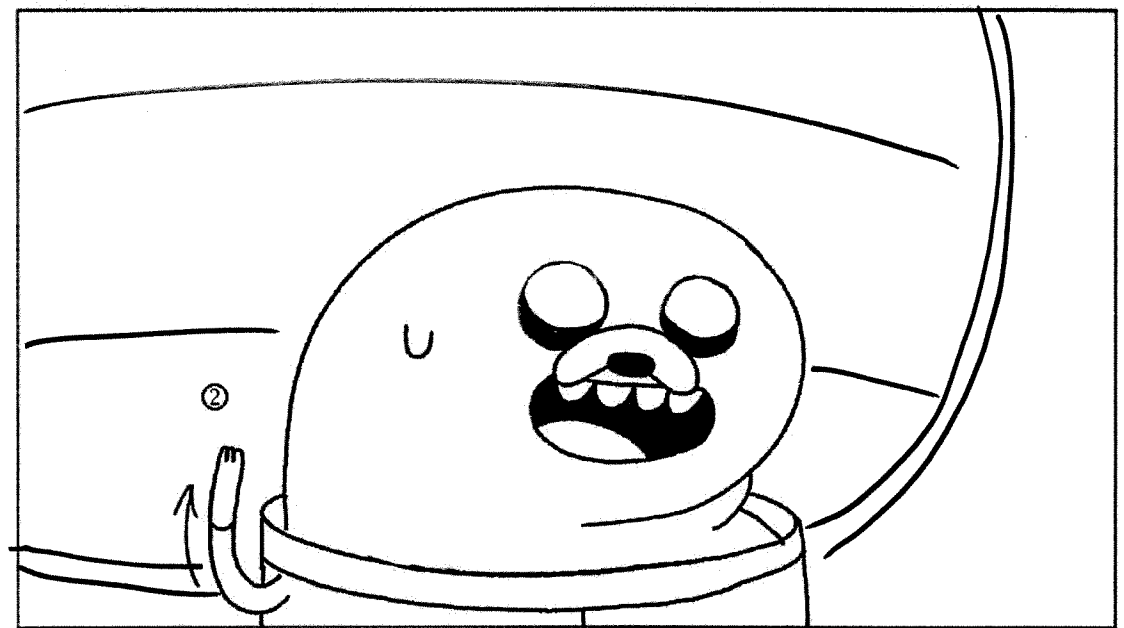


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Sc. 101 cont Pnl. B Bg. day night



Sc. 102 Pnl. A Bg. day night



Dialog:

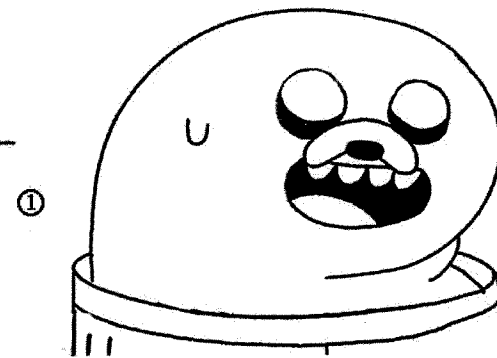
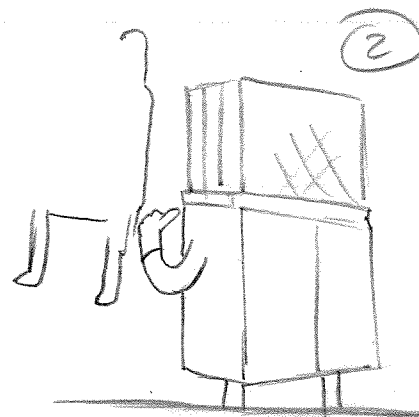
JAMES/ HEY DUDES THE RADIO'S FIXED

J/ GOOD GROD,

Action:

- J RUNS ON/S
- CAM ADJUSTS RIGHT

Timing:



JUN 27 2013

1014-151
EPISODE #

Production :

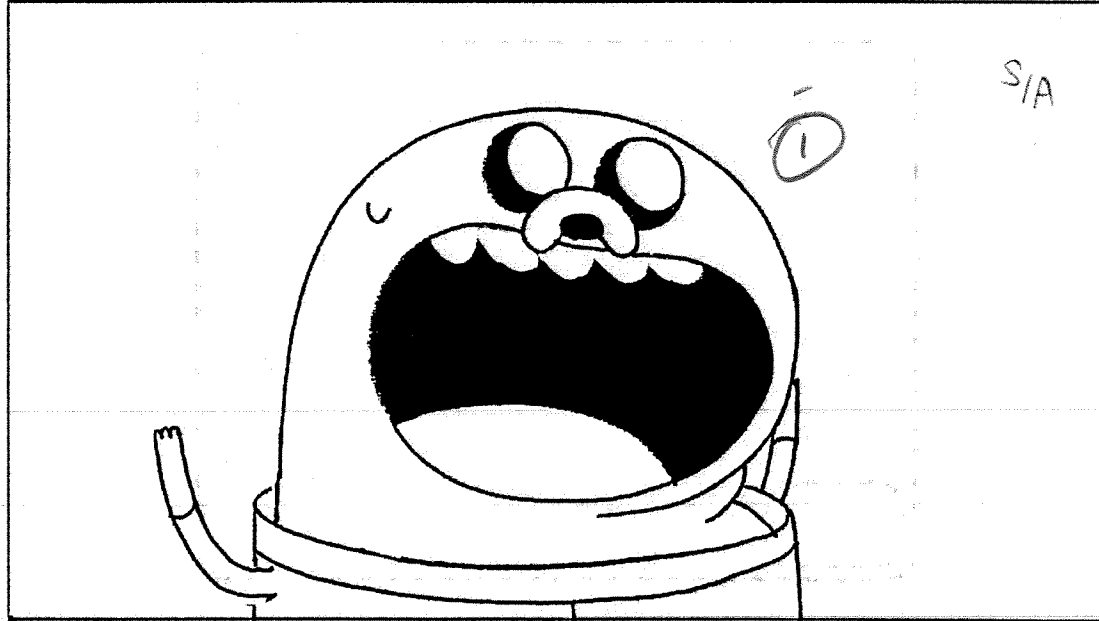
1014/151

ADVENTURE TIME

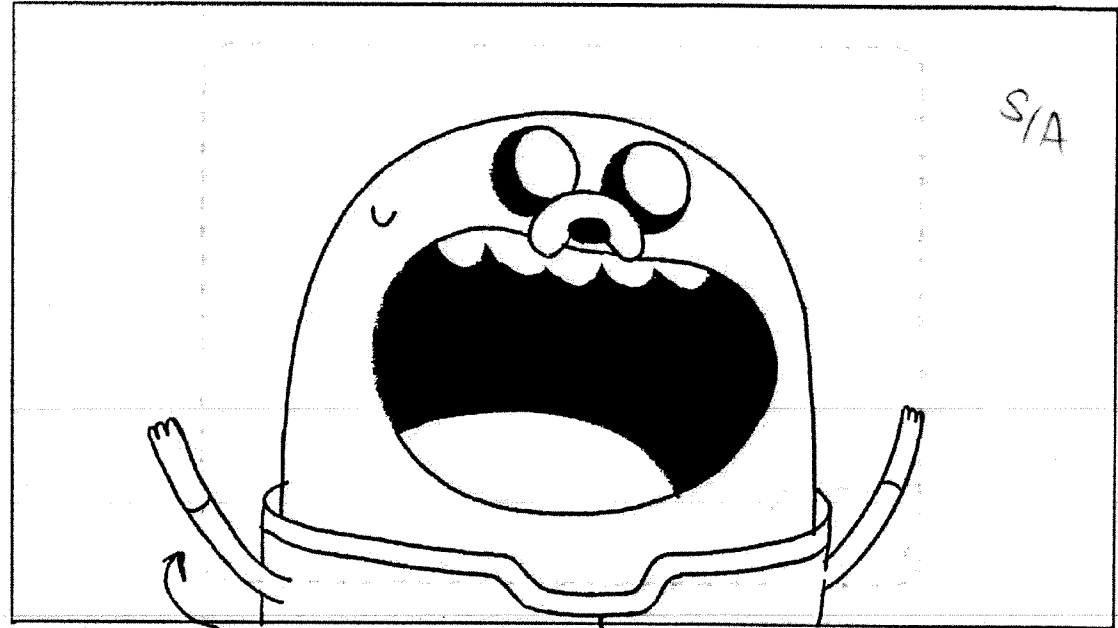


Page 31

Sc. 102 cont Pnl. B Bg. day night



Sc. 102 cont Pnl. C Bg. day night



Dialog:	
Action:	
Timing:	

J: I LOVE YOU JAMES!

JUN 27 2013

JAKES BODY SPINS AROUND so the Rest of him is facing FORWARD.

1014-151

EPISODE #

1014/151

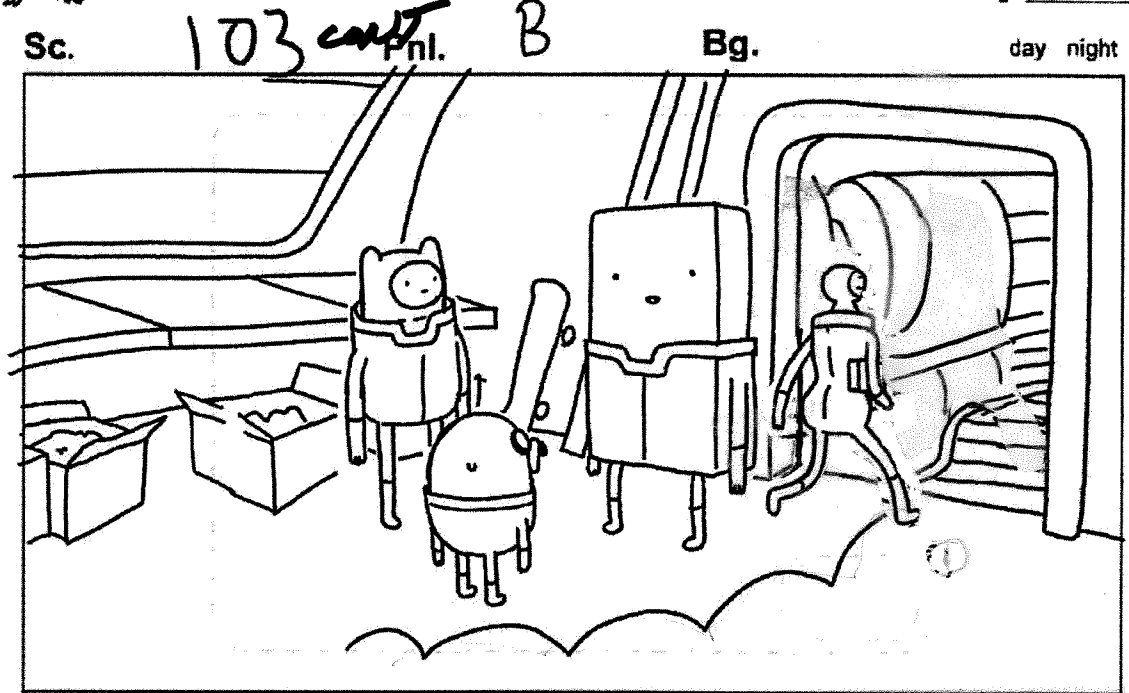
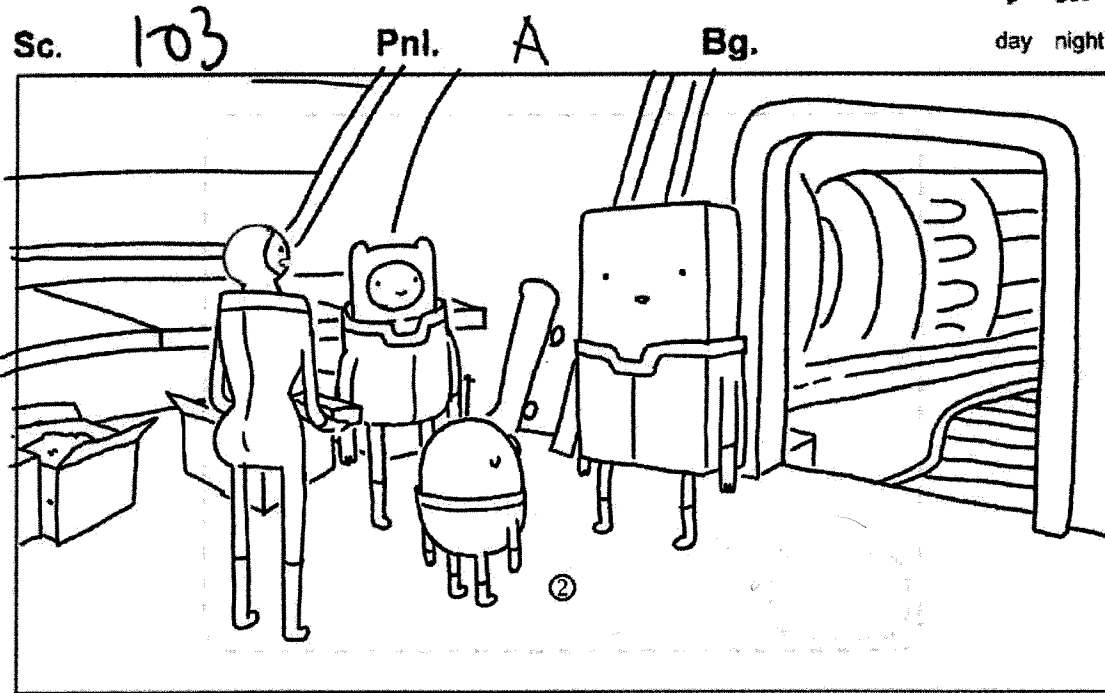
Production :

1014/151

ADVENTURE TIME



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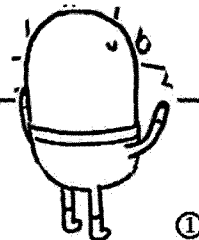
Dialog:

PB / I KNEW YOU COULD DO IT, JAMES.

Action:

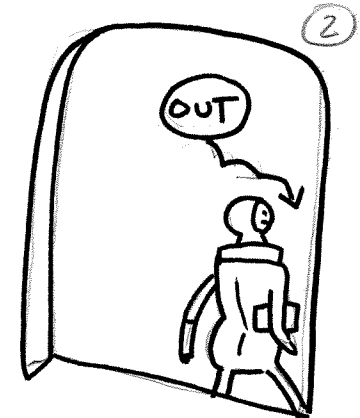
- PB WALKS OFF/S.

Timing:



JUN 27 2013

JUN 27 2013



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ADVENTURE TIME



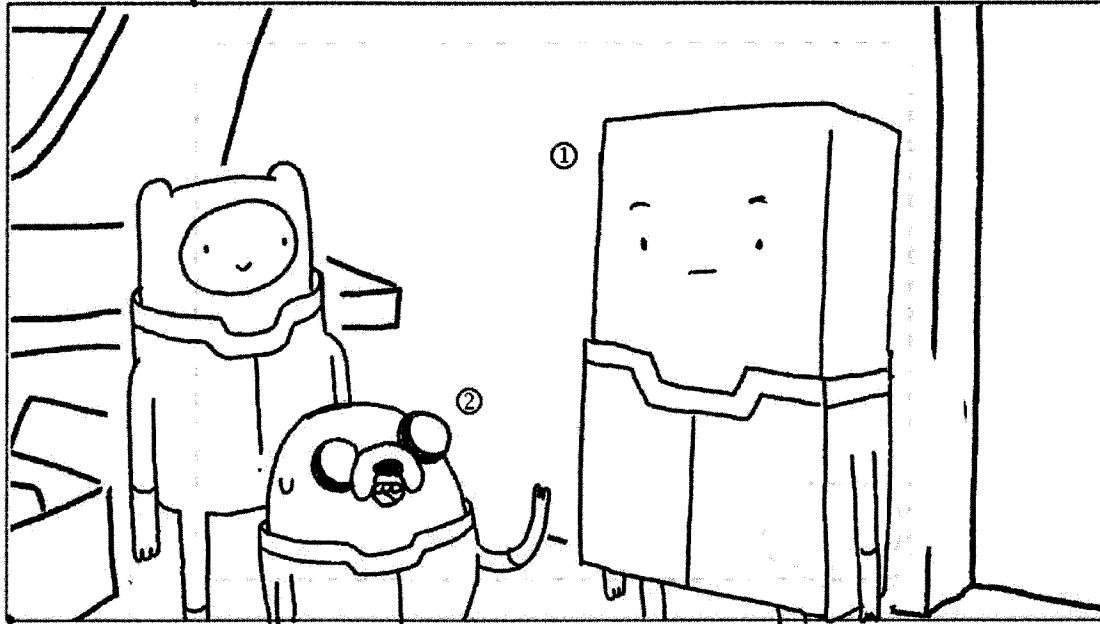
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Sc. 104

Pnl. A

Bg.

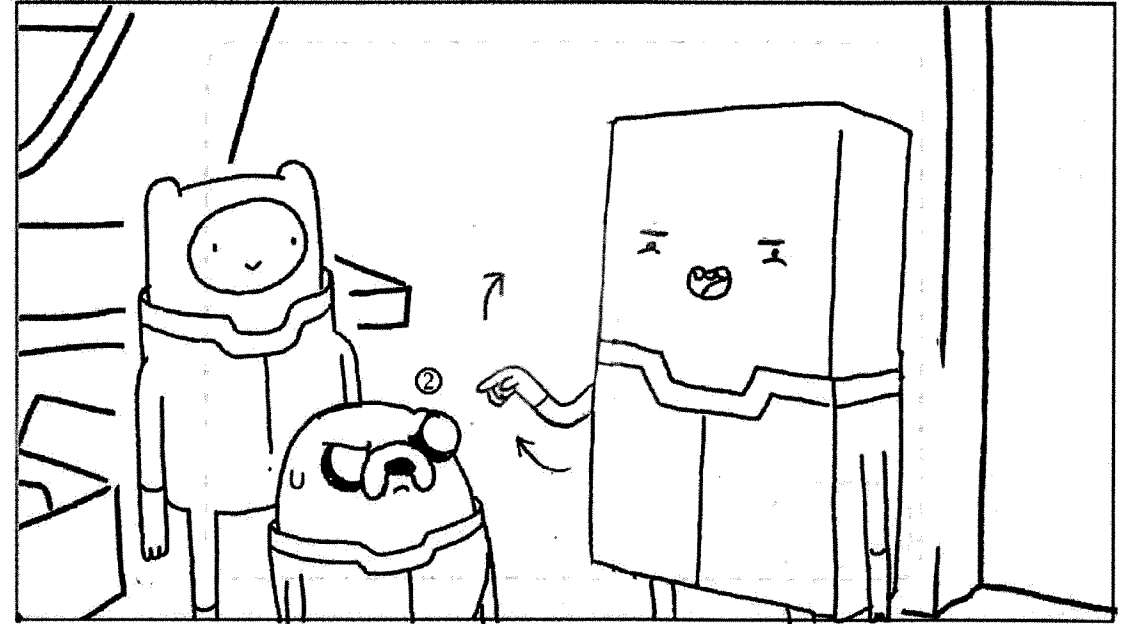
day night



Sc. 104 cont Pnl. B

Bg.

day night

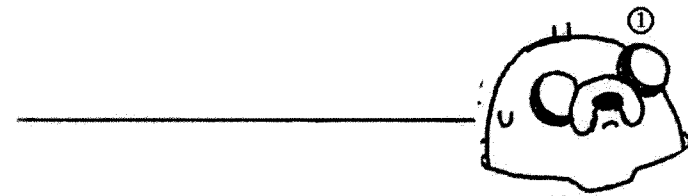
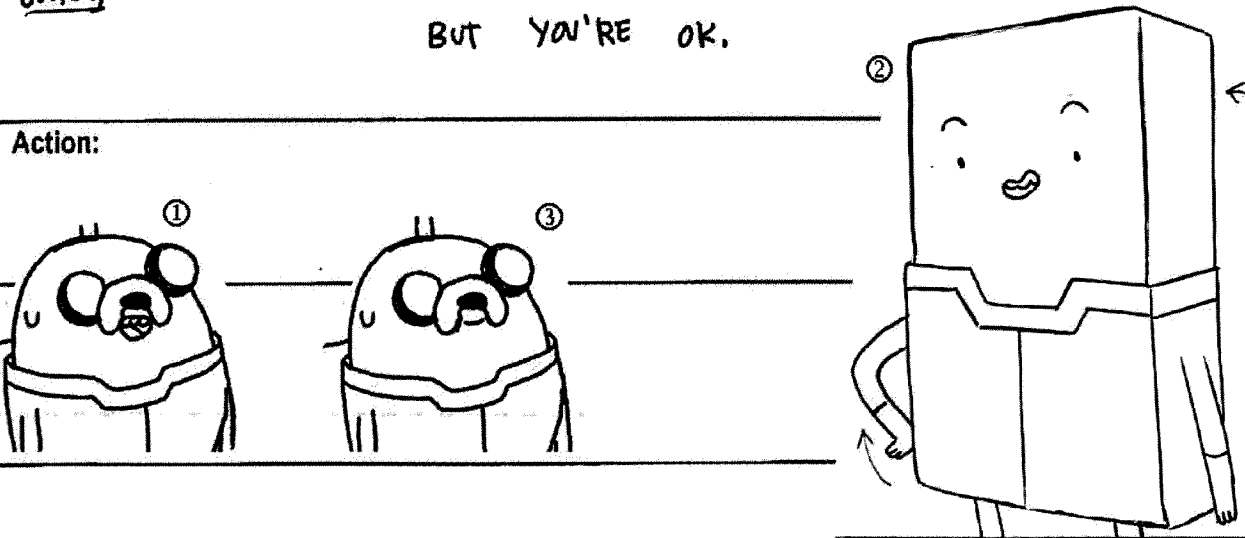


Dialog:

JAKE/ Y'KNOW JAMES. I WASN'T SURE ABOUT YOU AT FIRST,
BUT YOU'RE OK.

JAMES/ ^(B1) THANKS JAKE. ^(B) I WASN'T SURE
ABOUT YOU EITHER.

Action:



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1014/151

Production :

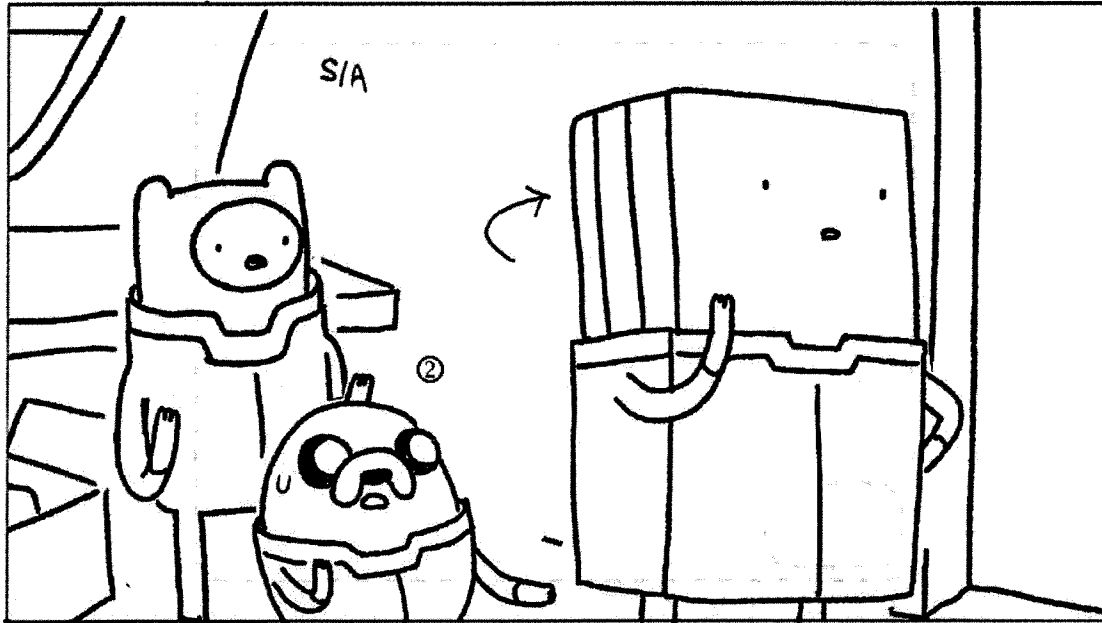
1014/151

ADVENTURE TIME

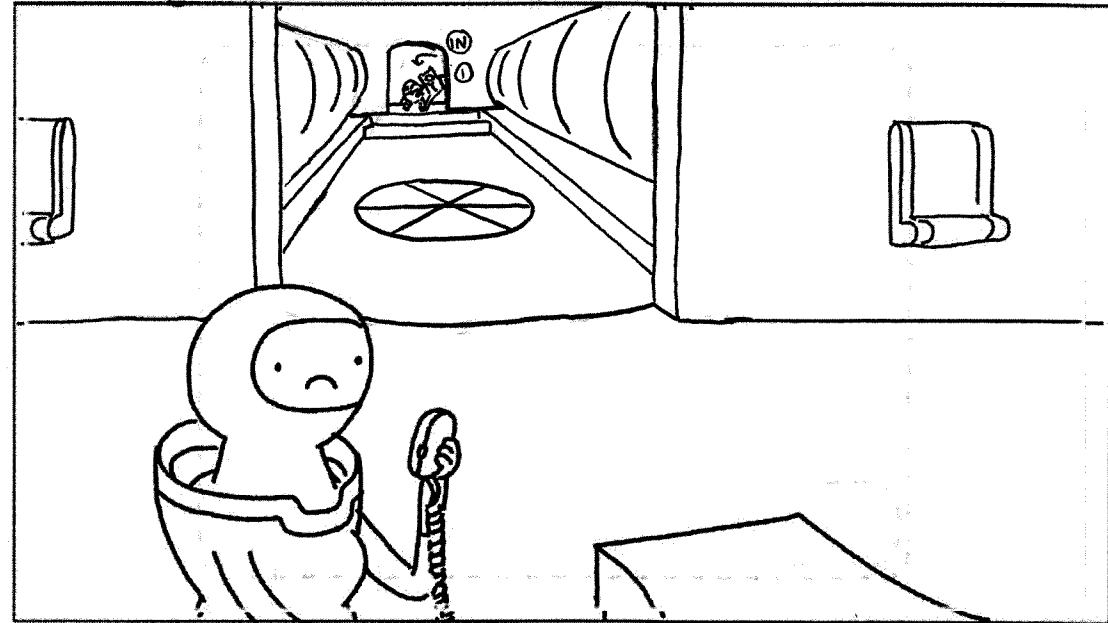


Page 134
134A NEXT
day night

Sc. 104 cont Pnl. C Bg. day night



Sc. 105 Pnl. A Bg. day night



Dialog:	PB: (o/s) JAMES, THE RADIO'S STILL NOT WORKING!	
Action:		
Timing:		

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EPISODE #

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Production :

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ADVENTURE TIME



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135 NEW

Sc. 105 *CONT*

Pnl. B

Bg.

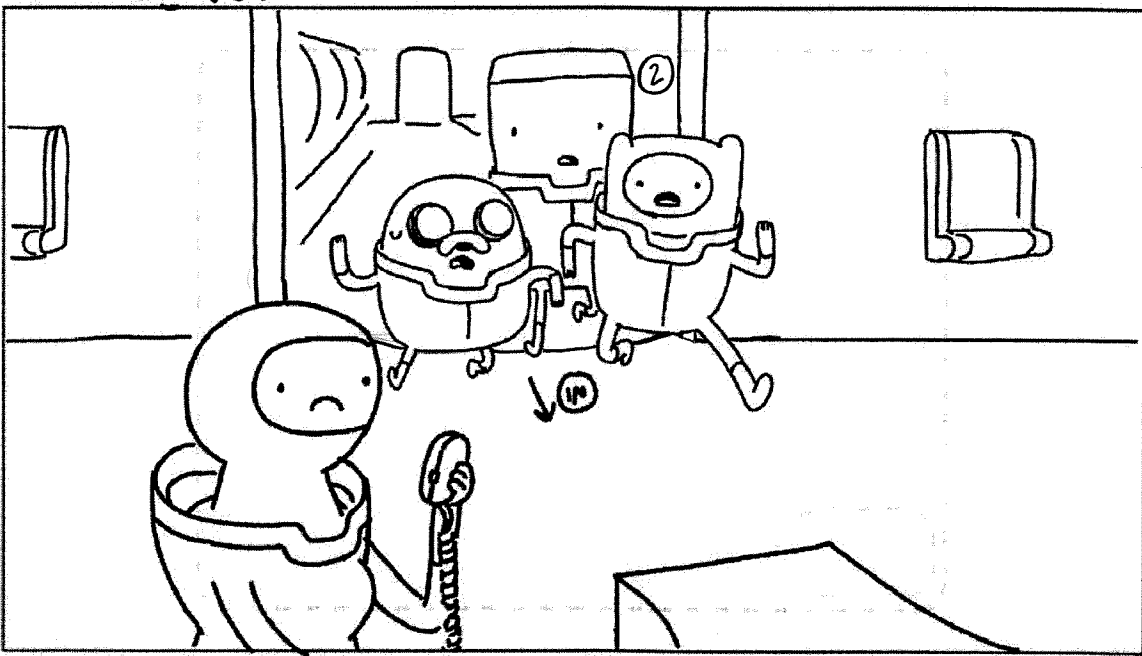
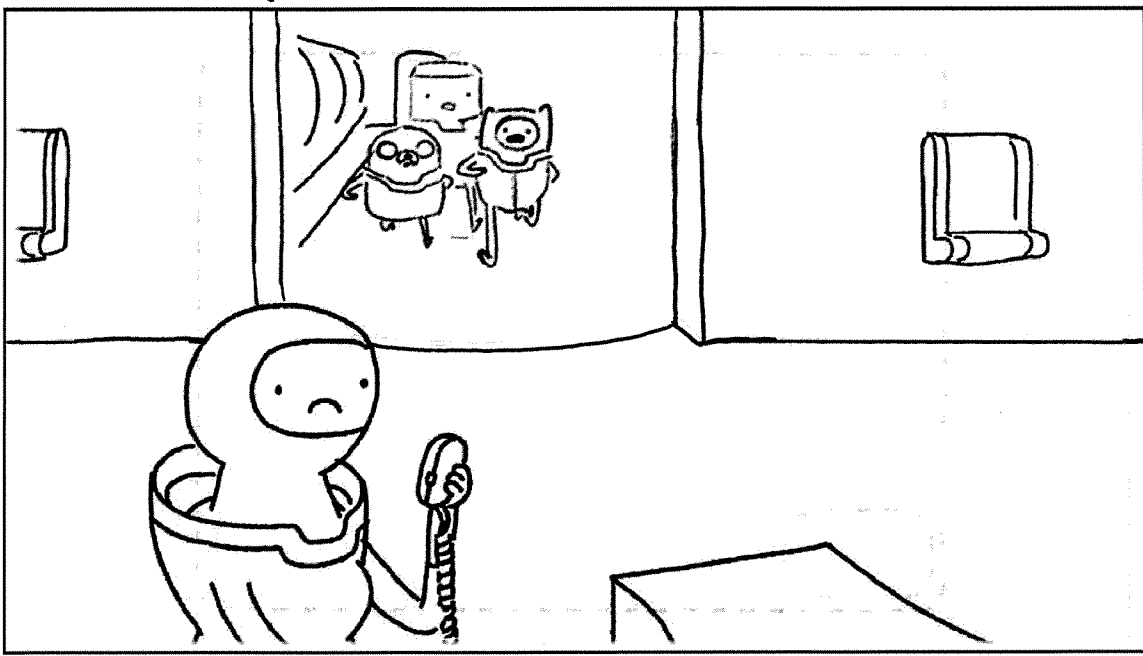
day night

Sc. 105 *CONT*

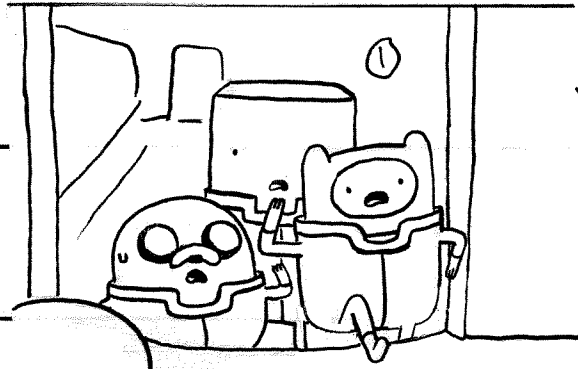
Pnl. C

Bg.

day night



Dialog:	F + J + JAMES : (RUNNING)
Action:	THEY ALL RUN IN.
Timing:	



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EPISODE# 1014-151
1014/151

Production :

1014/151

1014/151

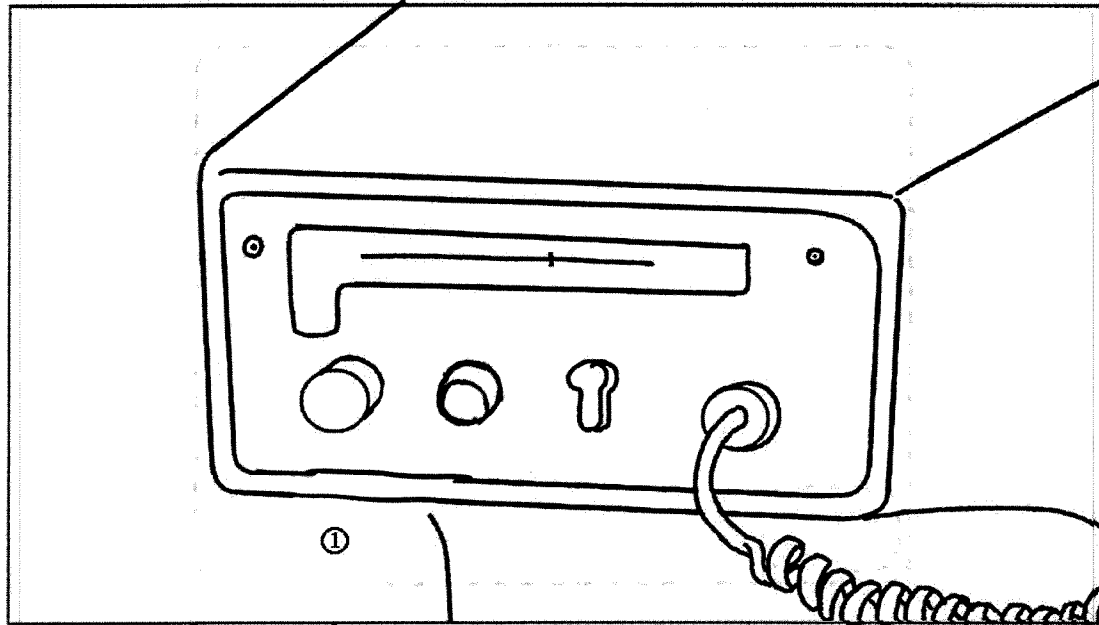
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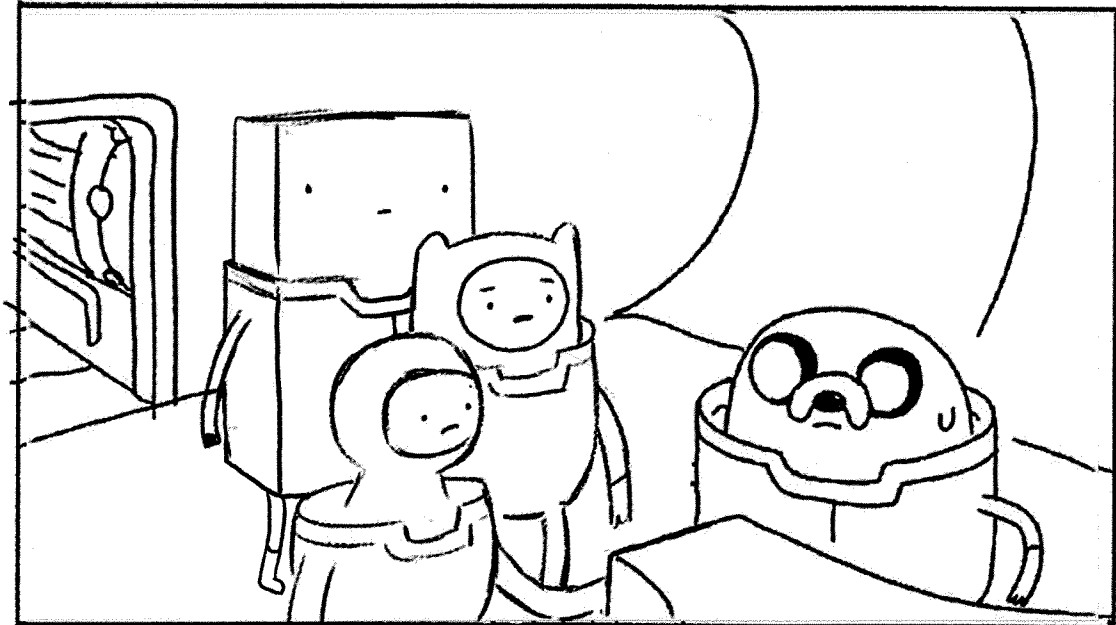
ADVENTURE TIME



Sc. 106 Pnl. A Bg. day night



Sc. 107 Pnl. A Bg. day night



Page 135
135A NEXT
day night

Dialog:

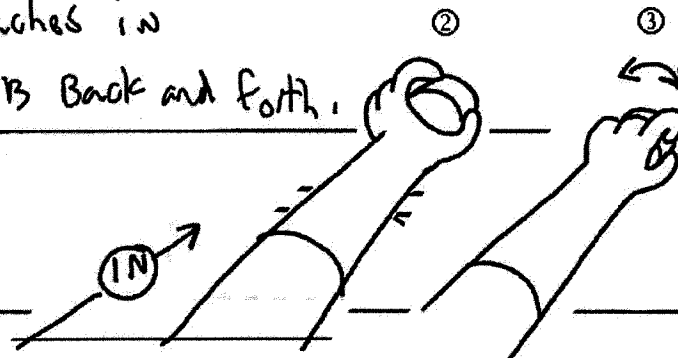
(V/S)

PB: I'M NOT GETTING
ANY SIGNAL ...

Action:

-PB's hand Reaches in
and turns knobs Back and forth.

Timing:



EPISODE # 1014-151

1014/151

JUN 27 2013

1014/151

ADVENTURE TIME



Page 135A

13 UNEXT
day night

Sc. 107 *CONT*

Pnl. B

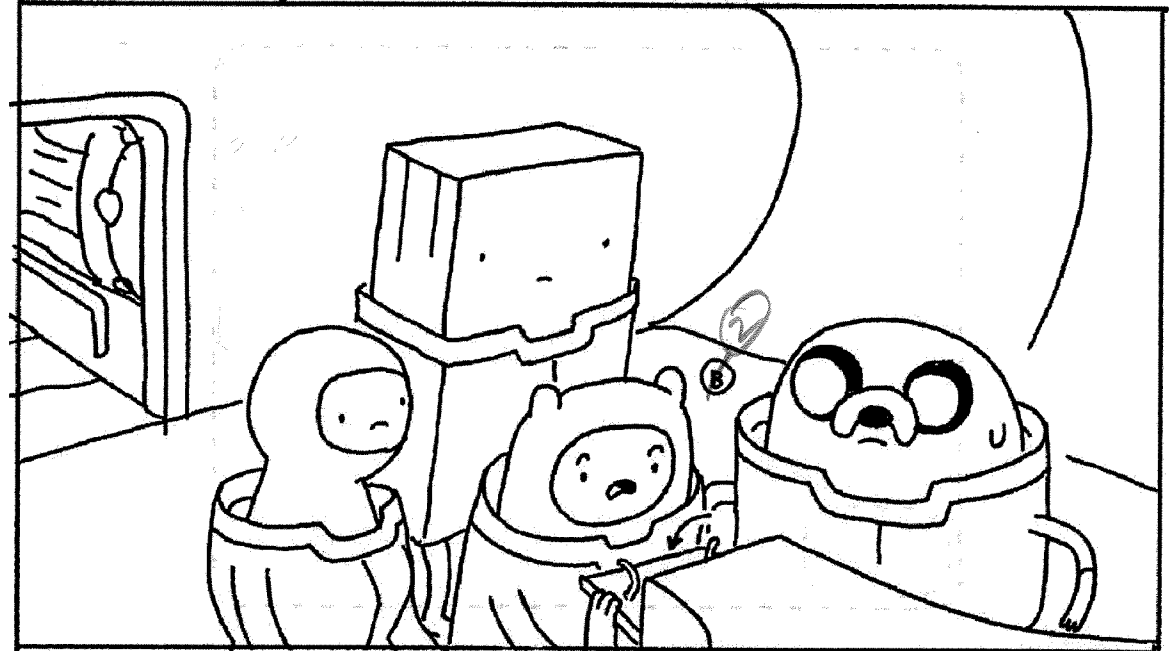
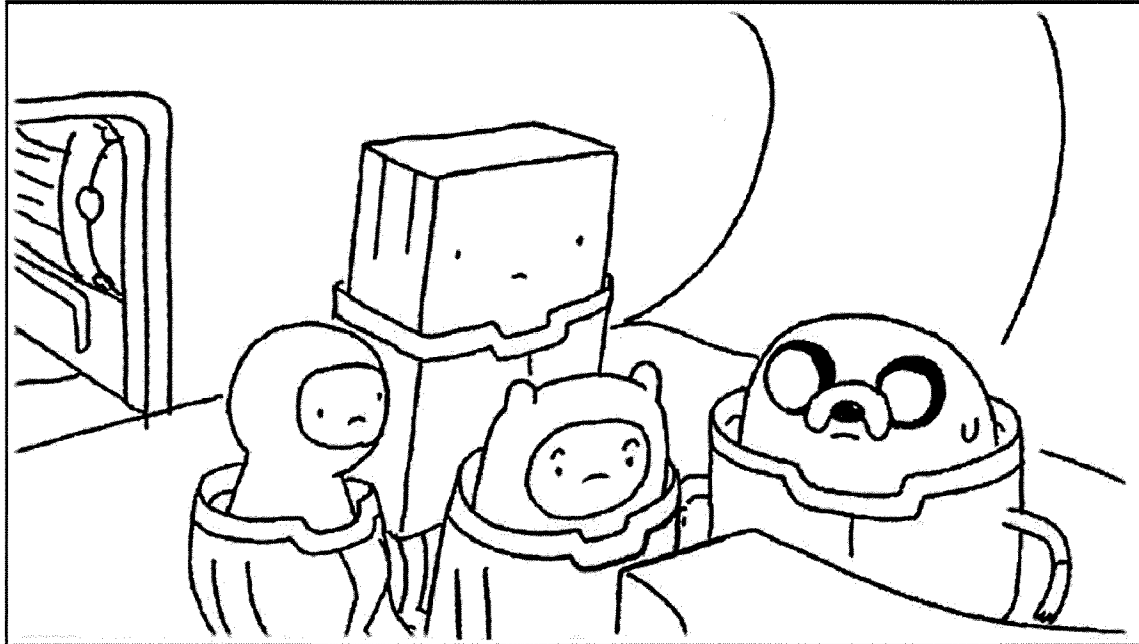
Bg.

day night

Sc. 107 *CONT*

Pnl. C

Bg.



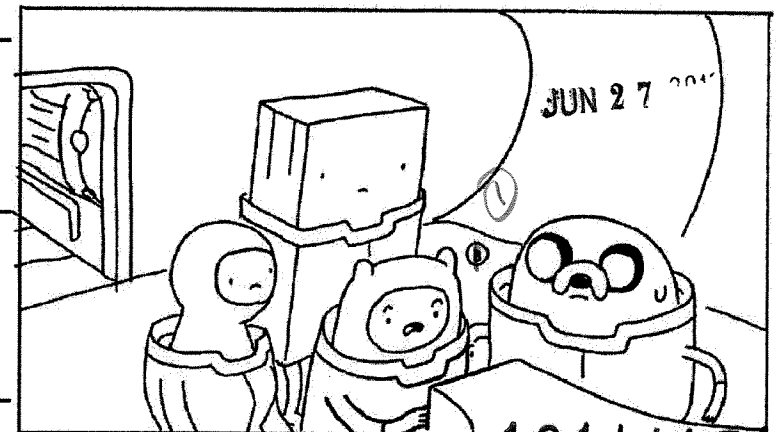
Dialog:

F/WHAT THE SKUNK?

Action:

FINN pulls open the
control panel.

Timing:



EPISODE # 1014-151

1014/151

Production :

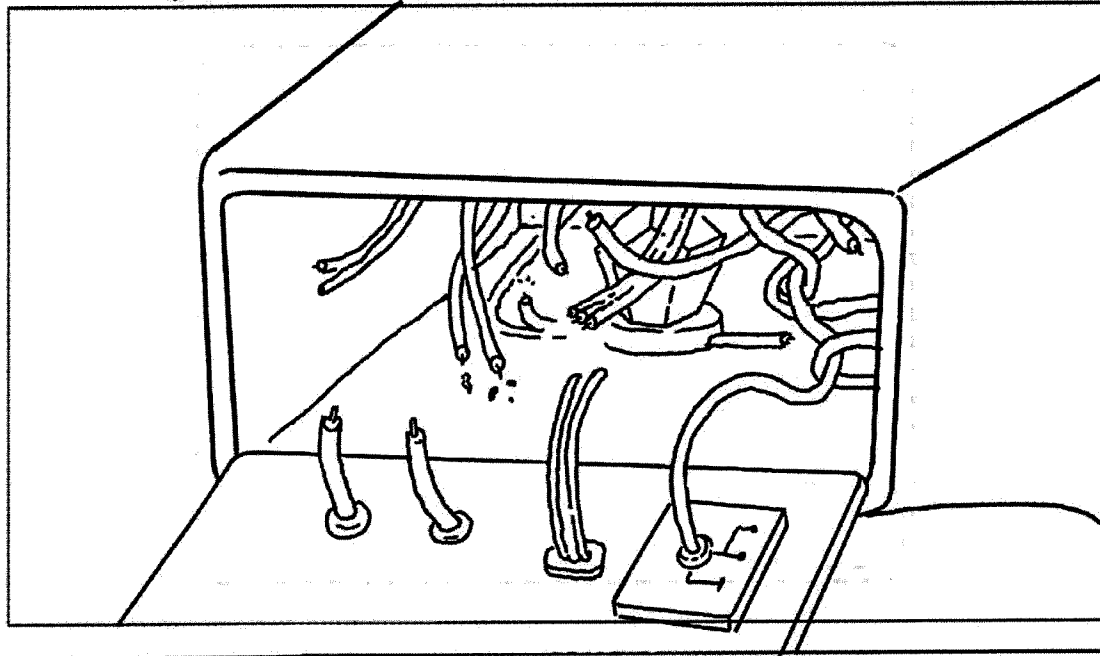
1014/151

ADVENTURE TIME

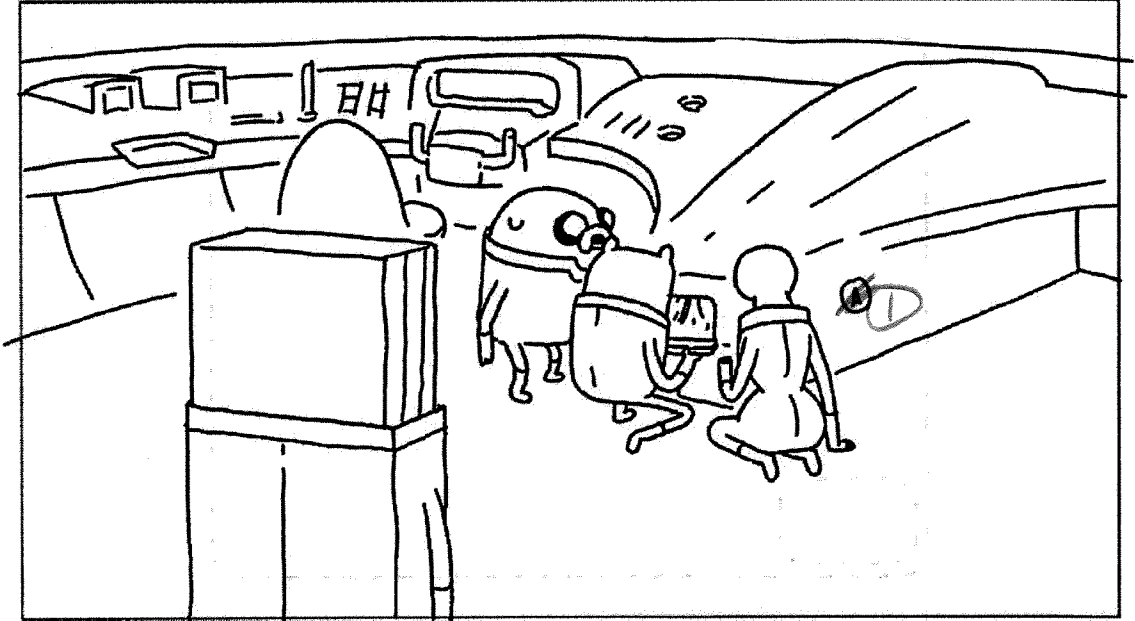


Page 136

Sc. 108 Pnl. A Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog:

F: JAMES!

Action: The interior of the control panel is
ALL messed up, CORDS ARE DISCONNECTED

- They all turn to
look at James.

Timing:



EPISODE # 1014-151

1014/151

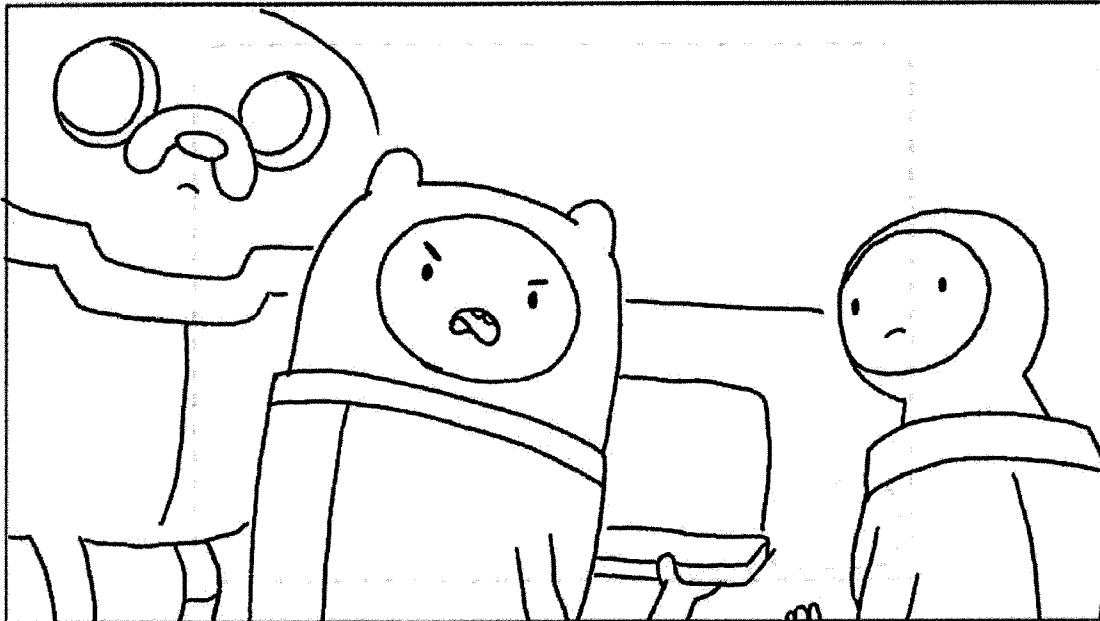
1014/151

ADVENTURE TIME

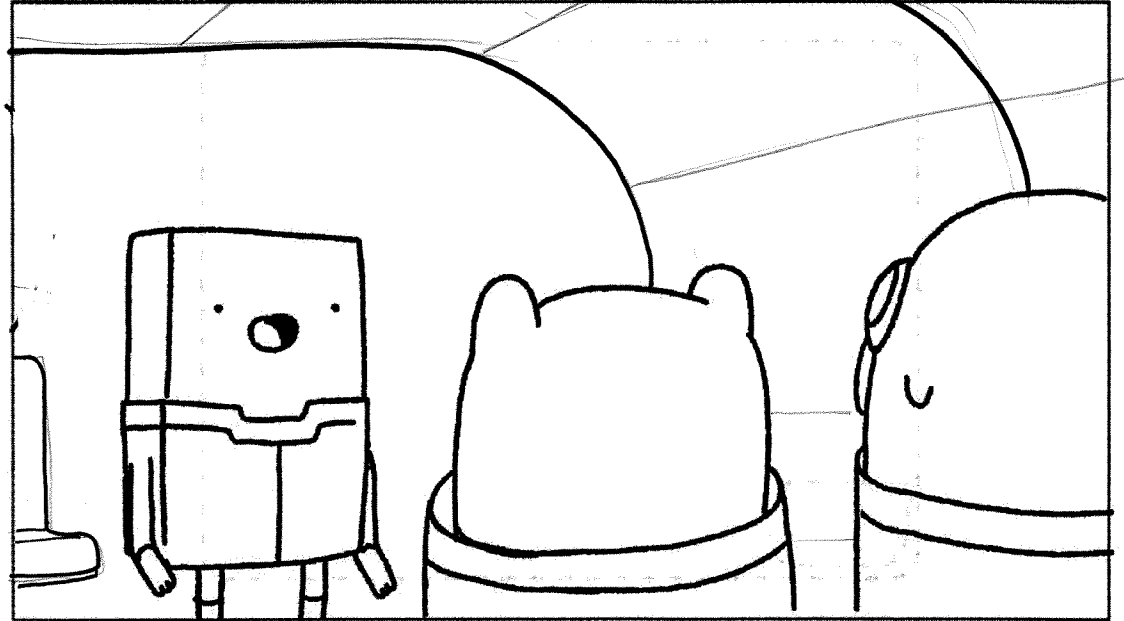


Page 137

Sc. 110 Pnl. A Bg. day night



Sc. 111 Pnl. A Bg. day night



Dialog:

F/IT'S ALL SANCHED UP.

JAMES/ JAMES IS LIKE ...

Action:

JUN 27 2015

Timing:

1014-151

EPISODE #

1014/151

Production :

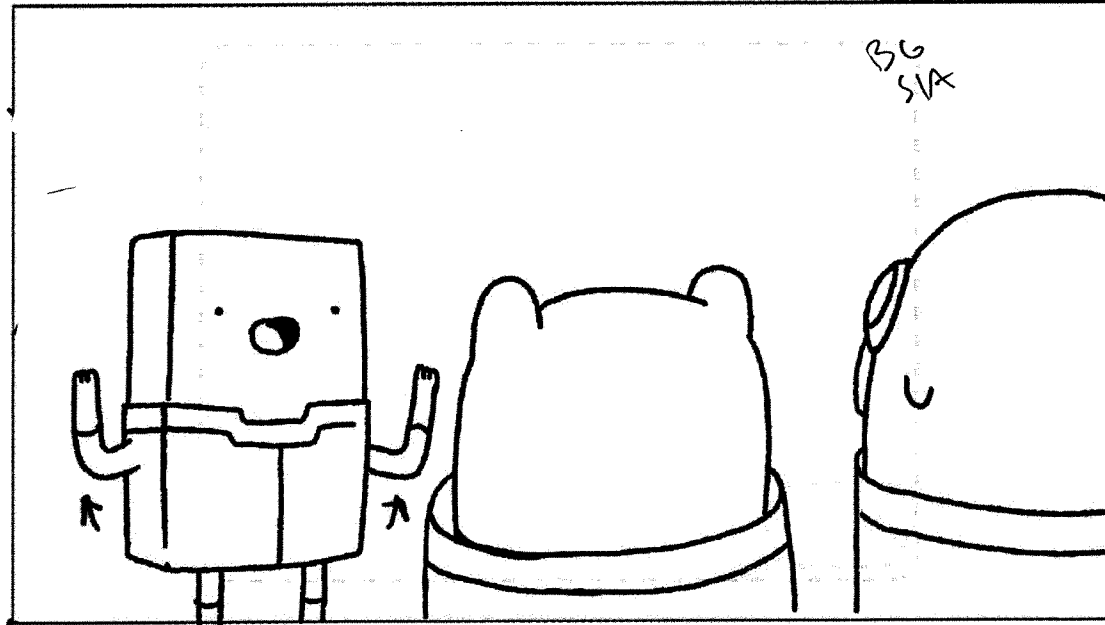
1014/151

ADVENTURE TIME

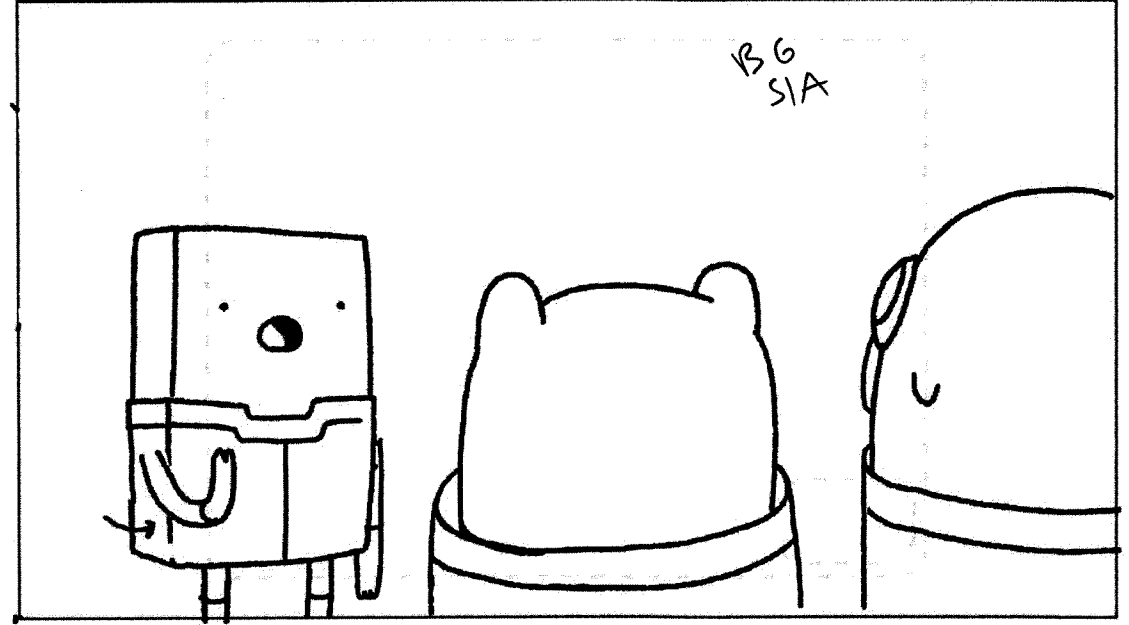


Page 138

Sc. 111 CONT Pnl. B Bg. day night



Sc. 111 CONT Pnl. C Bg. day night



Dialog:

JAMES / WAAAAA—

JAMES / IT WAS WORKIN JUST
A SECOND AGO, I SWEARS

Action:

Timing:

JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

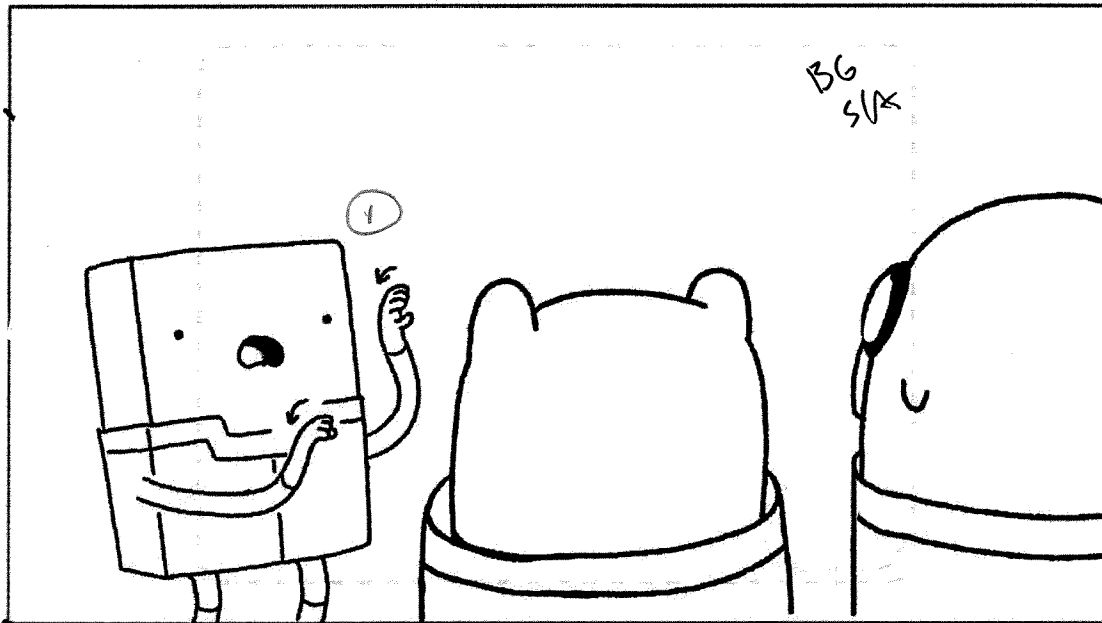
1014/151

1014/151

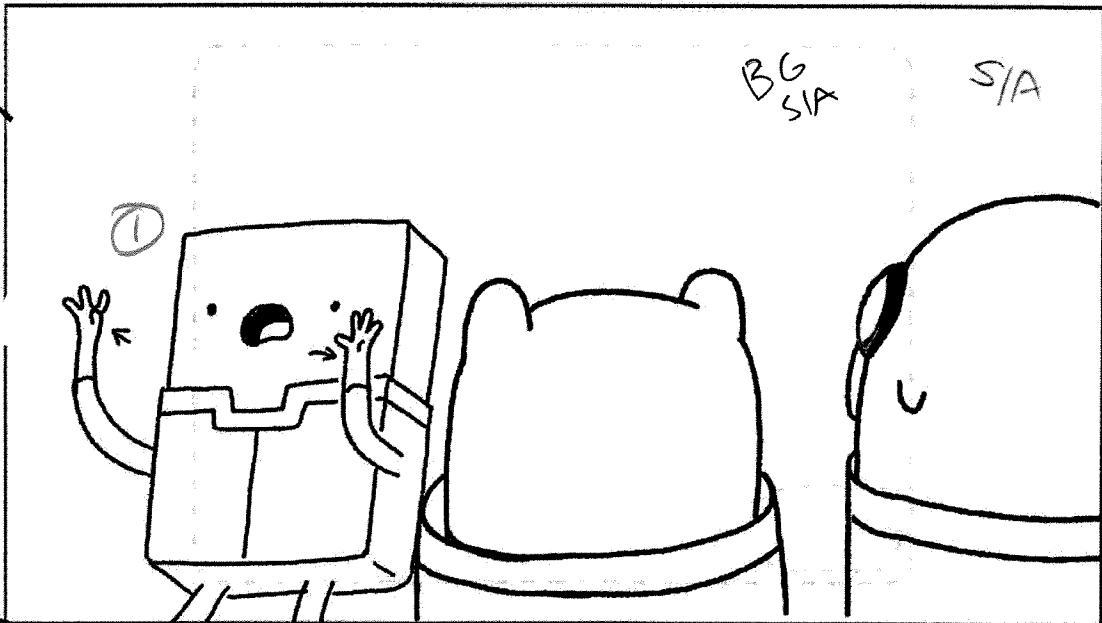
ADVENTURE TIME



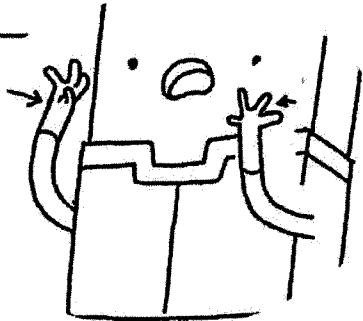
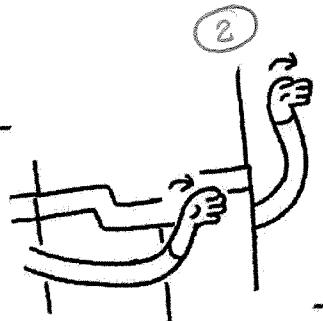
Sc. 111 CONT Pnl. D Bg. day night



Sc. 111 CONT Pnl. E Bg. day night



Dialog:	
JAMES/ I WENT LIKE CHOO CHOO CHOO CHOO,	J/ AND THE RADIO WAS ALL LIKE PLESHEWWARRR RRA RAR. (LIKE STATIC)
Action:	
JAMES IS ROTATING HANDS	
Timing:	



JUN 27 2013

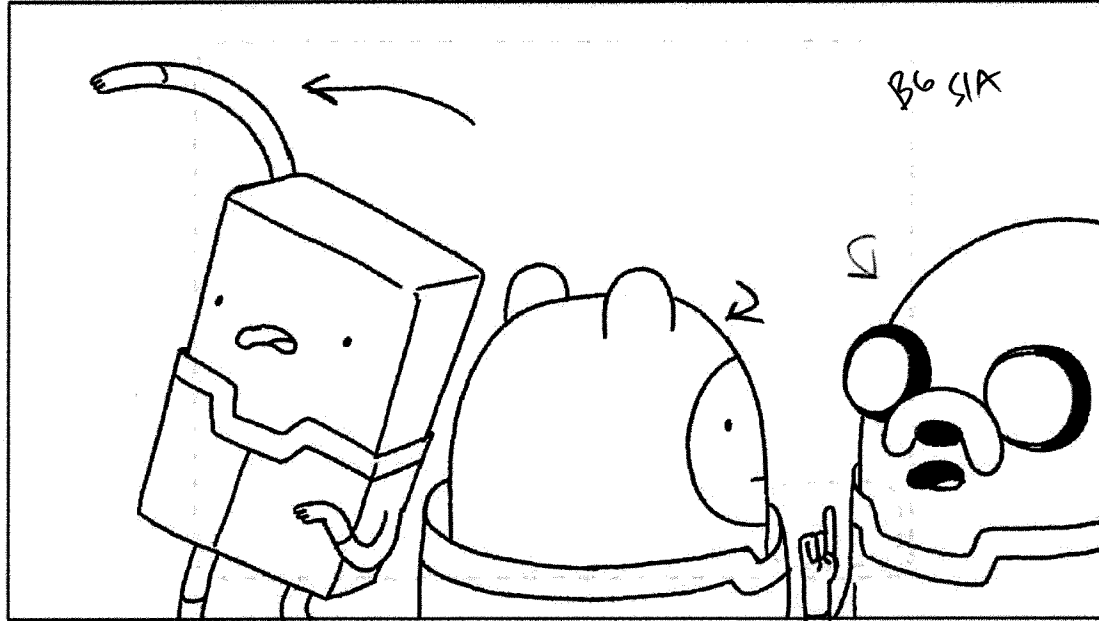
1014-151
EPISODE #
Production :

ADVENTURE TIME

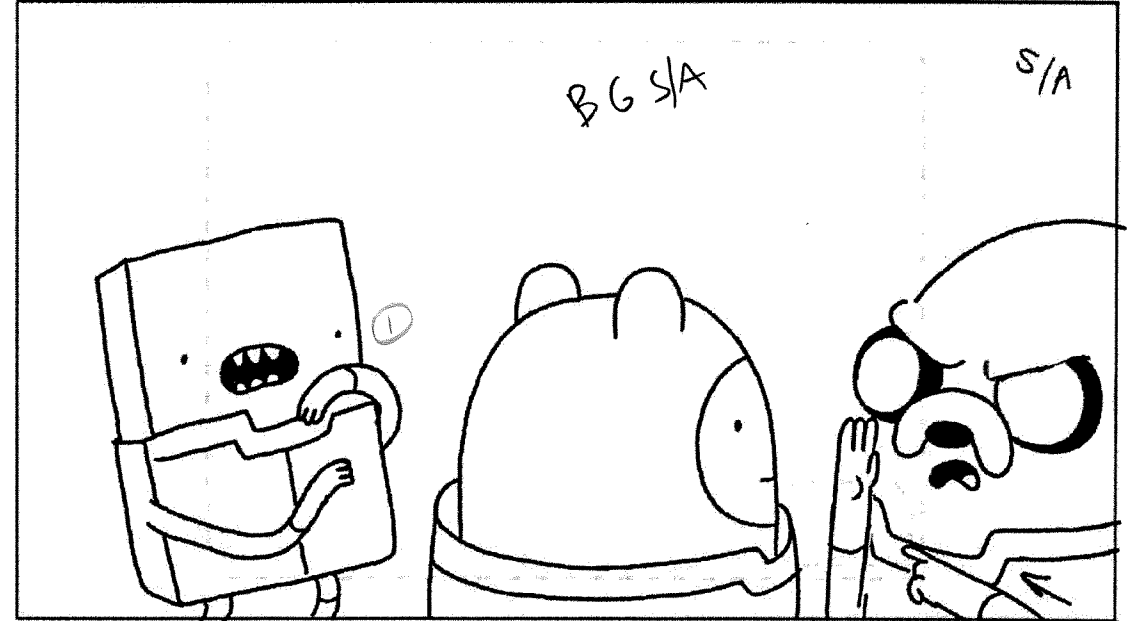


Page 140

Sc. 11 | CONT Pnl. F Bg. day night



Sc. 11 | CONT Pnl. G Bg. day night

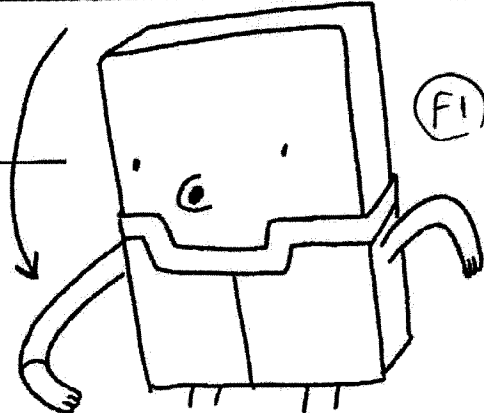


Dialog: JAKE/ I TAKE IT BACK. (F1)
JAMES/ BUT THEN I WAS LIKE BWRAAAW WWWW.
(PLANE SOUND)

JAKE/ THIS GUYS TOTALLY...
JAMES/ AND IT WENT BROW BROW BROW.

Action:

Timing:



- F+J TURN TOWARDS EACH OTHER.



JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

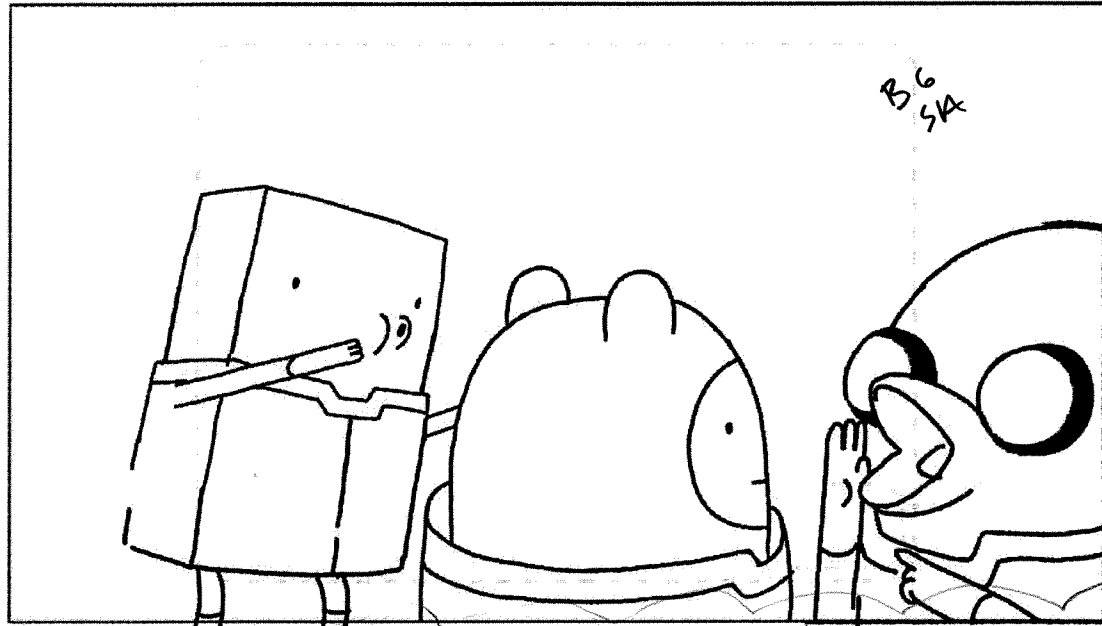
1014/151

ADVENTURE TIME

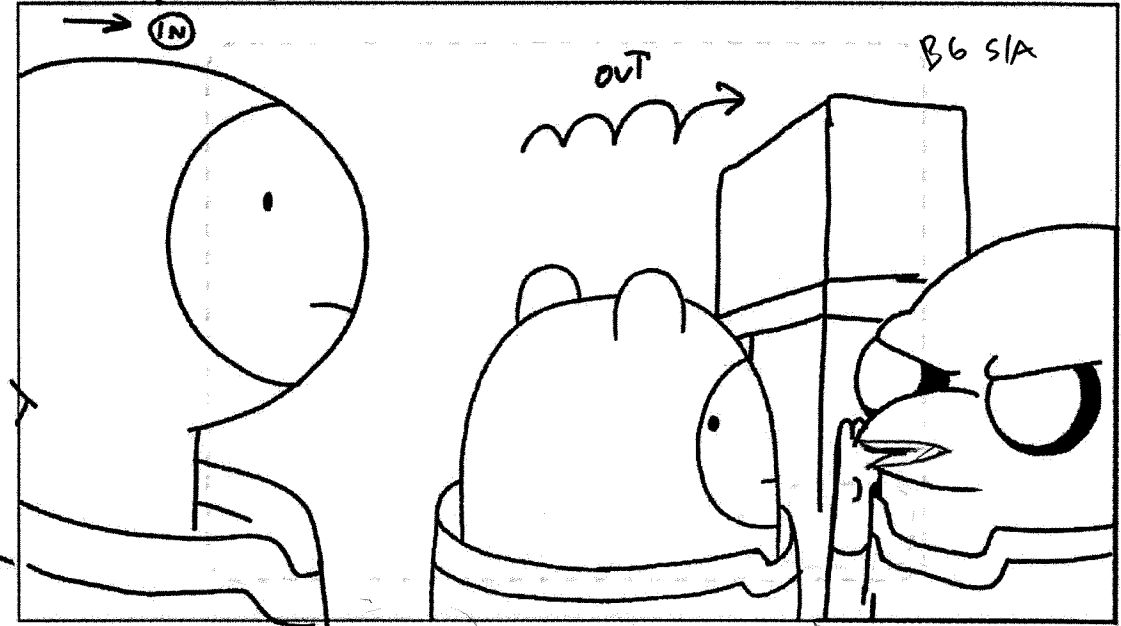


Page 141

Sc. 111 CONT Pnl. 4 Bg. day night



Sc. 111 CONT Pnl. 5 Bg. day night



<p>Dialog:</p> <p>JAKE/ [CUCKOO CALL]</p> <p>JAMES/ VRT.</p>	<p>JAKE/ THIS IS MY CUCKOO FACE.</p> <p>JAMES/ SHOOO OOOO...</p>
<p>Action: - JAKE TURNS INTO A BIRD FACE.</p>	<p>- PB WALKS ON/S.</p>
<p>Timing:</p>	<p>JUN 27 2013</p>

1014-151

EPISODE #

1014/151

Production :

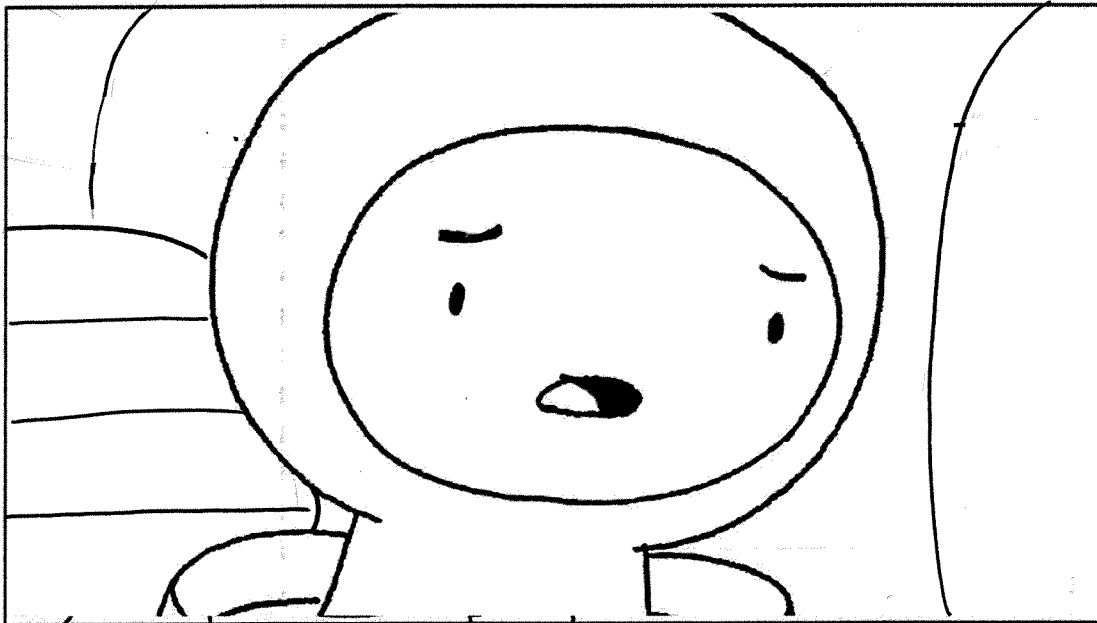
1014/151

1014/151

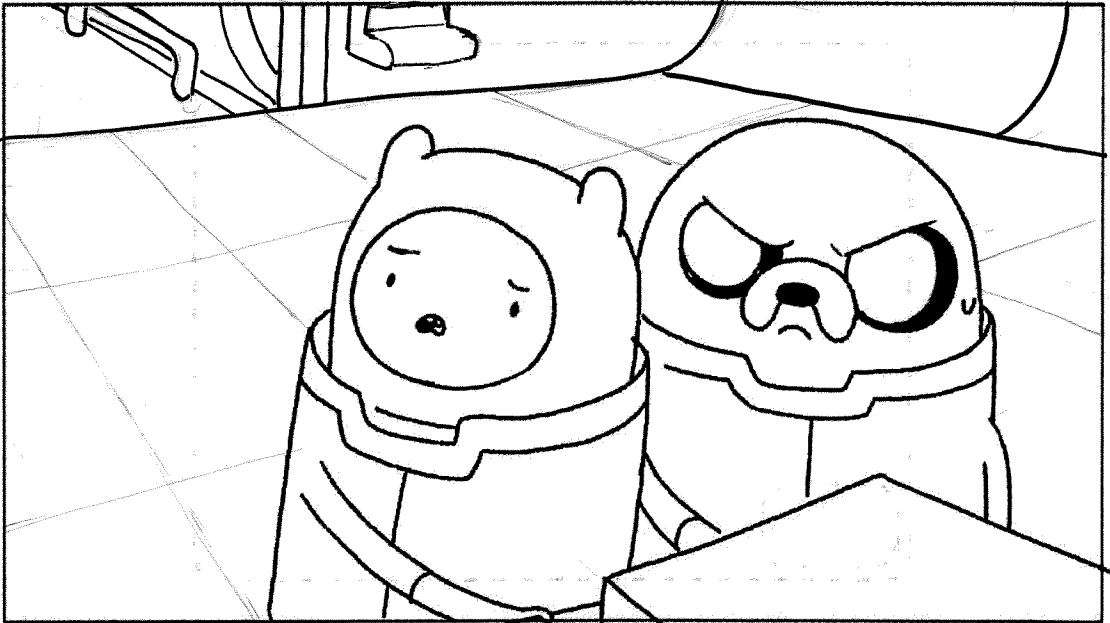
ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 113 Pnl. A Bg. day night



Dialog:
<div>PB/ he did his Best, you Guys...</div> <div>F/ RIGHT... RIGHT...</div>
Action:
Timing:

JUN 27 2013

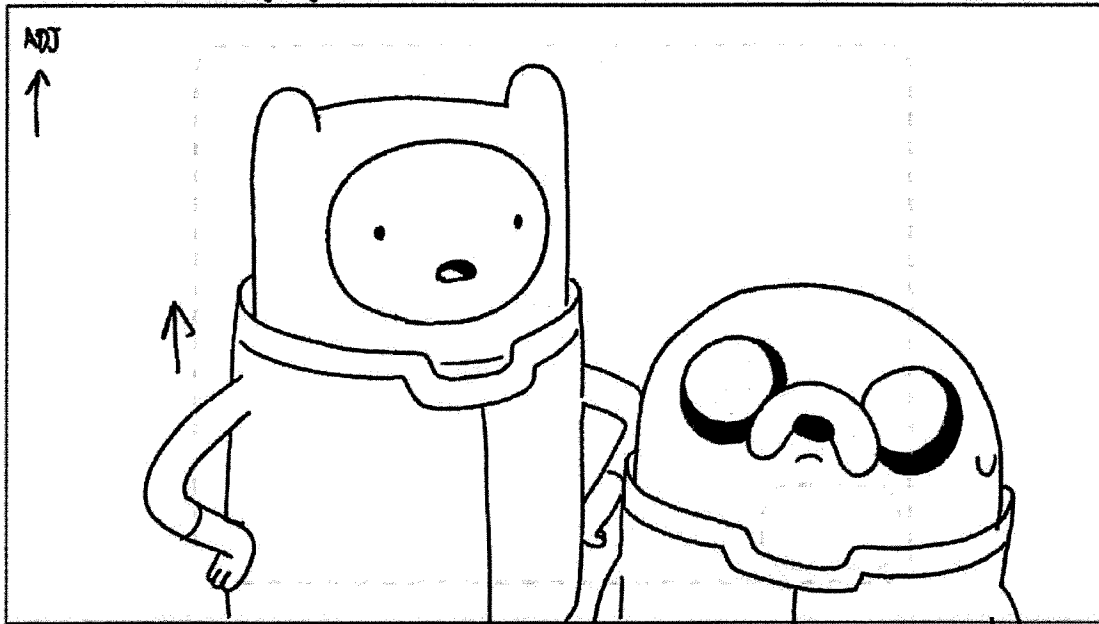
1014-151
EPISODE #
Production :

ADVENTURE TIME

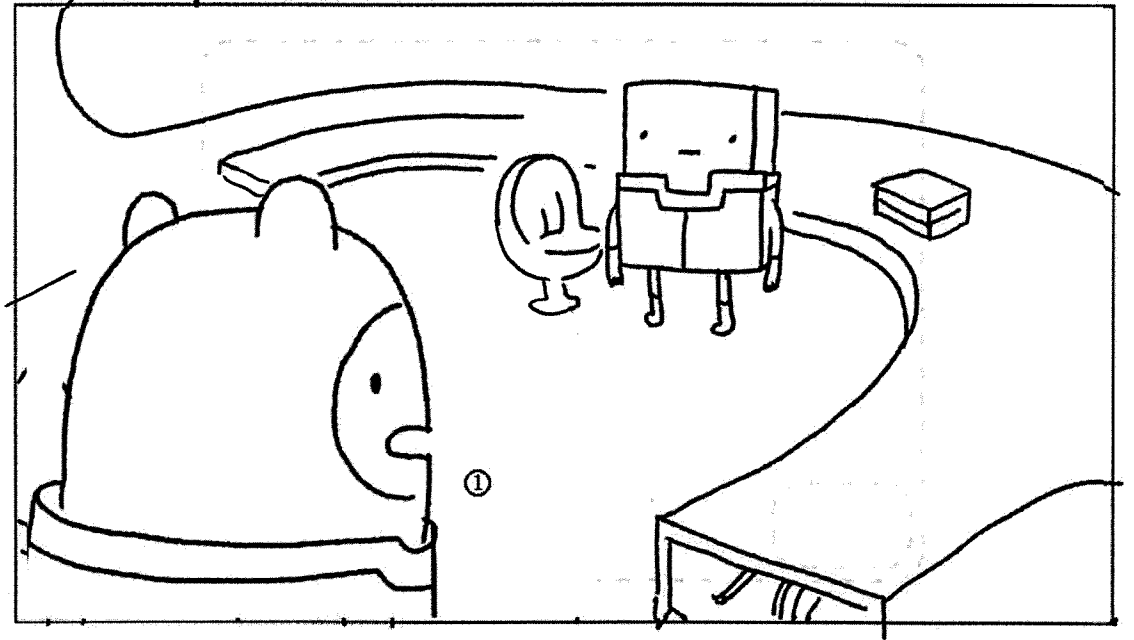


Page 143

Sc. 113 CONT Pnl. B Bg. day night



Sc. 114 Pnl. A Bg. day night



Dialog:

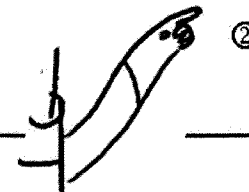
F/ OK, TIME FOR PLAN B.

F/ JAMES, PASS ME THEM FLARES.

Action: - FINN STANDS UP. CAMERA PANS UP.

JUN 27 2013

Timing:



1014-151

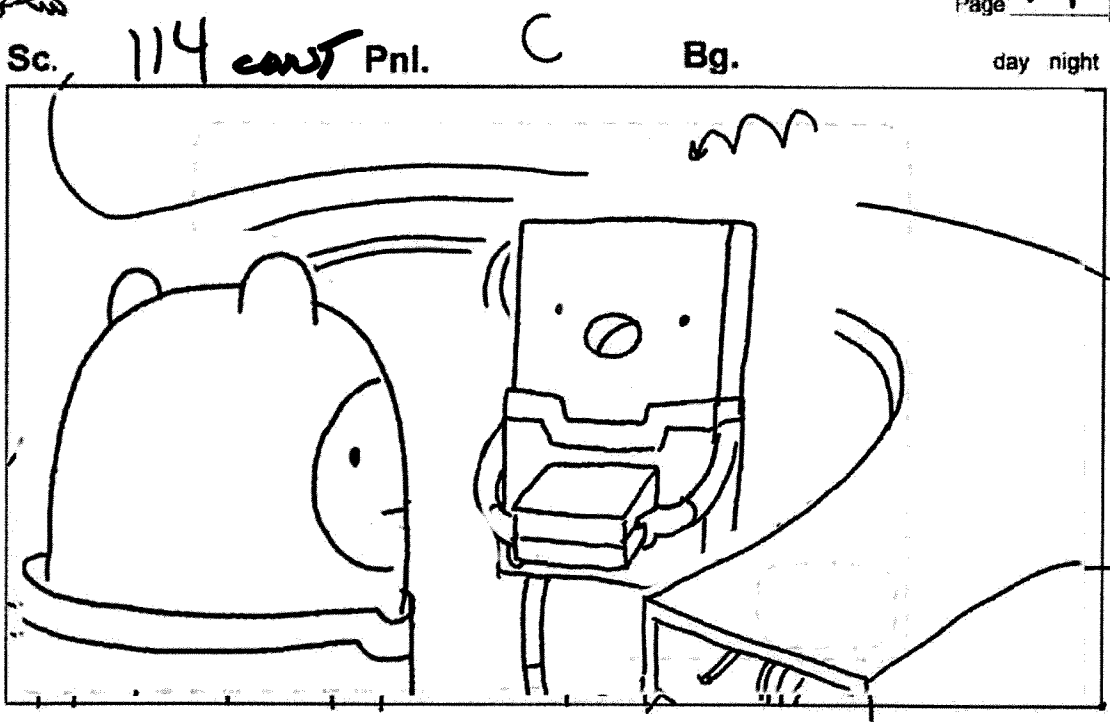
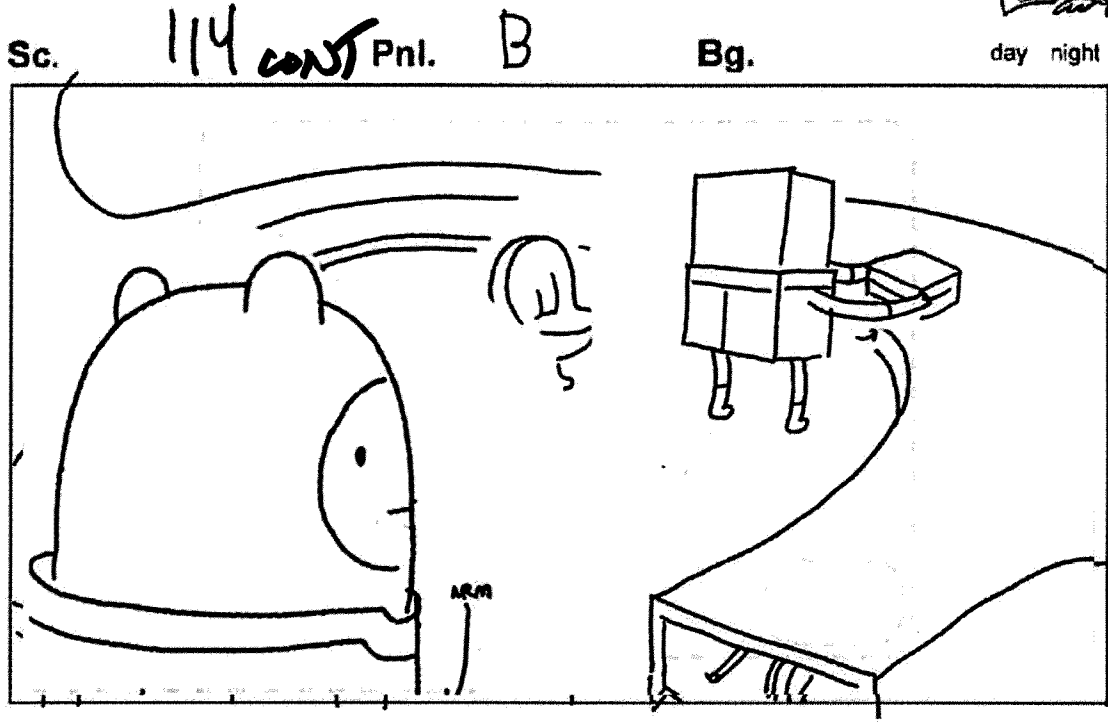
EPISODE #

1014/151

Production :

1014/151

ADVENTURE TIME



Dialog:	
JAMES / CHK-KODO.	JAMES / BYODP. A FLARE FOR M'IEGE.
Action:	
- James GRABS THE FLARES,	- JAMES WALKS FORWARD
Timing:	
JUN 27 2013	

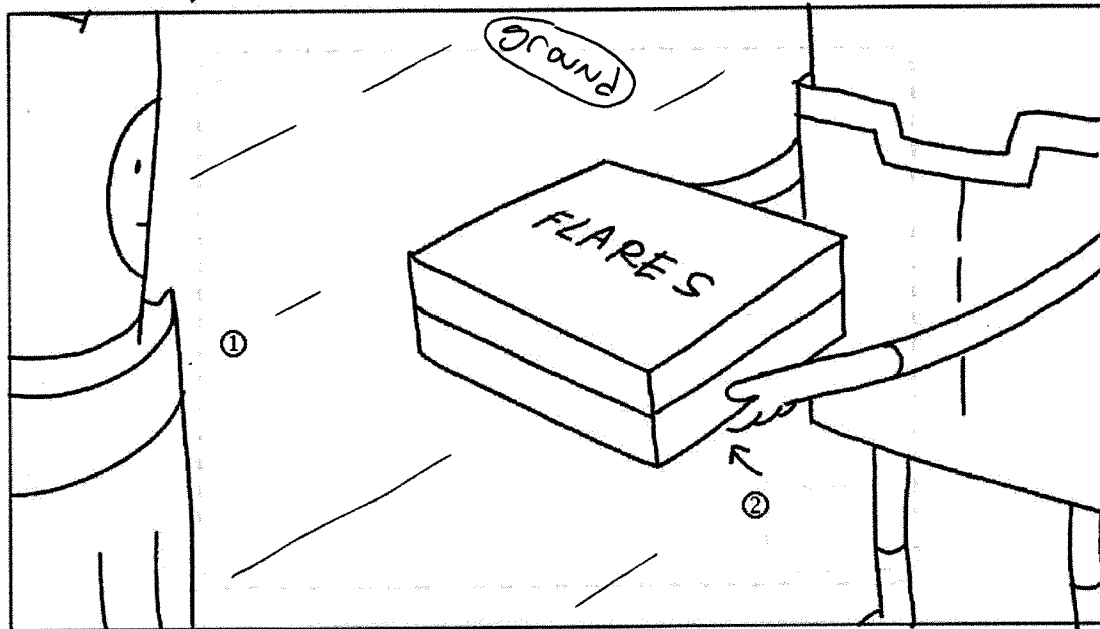
1014-151
EPISODE #
Production :

ADVENTURE TIME

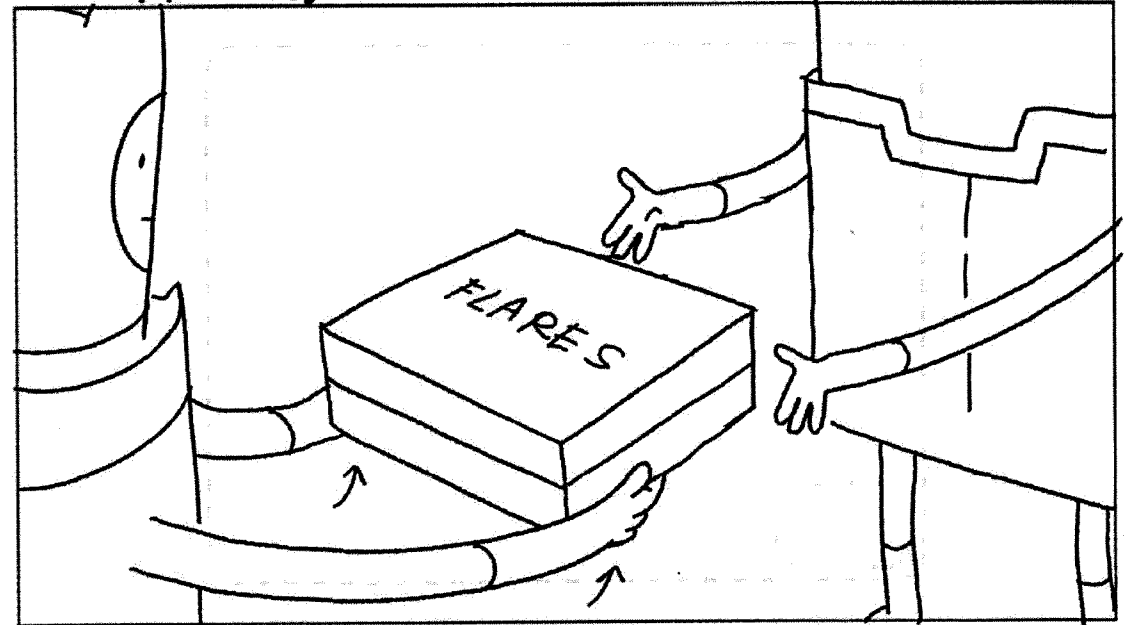


Page **145**

Sc. **115** Pnl. **A** Bg. day night



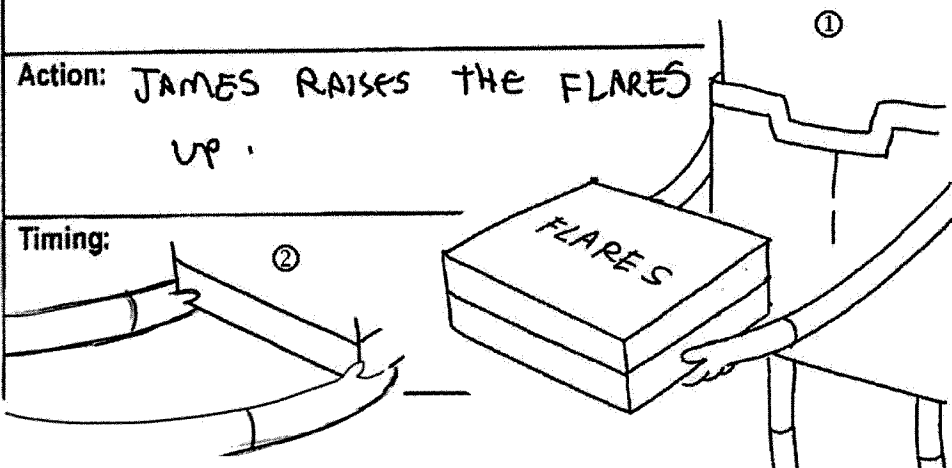
Sc. **115** Pnl. **B** Bg. day night



Dialog:

Action: JAMES RAISES THE FLARES UP.

Timing:



FINN GRABS THEM FLARES.

JUN 27 2013

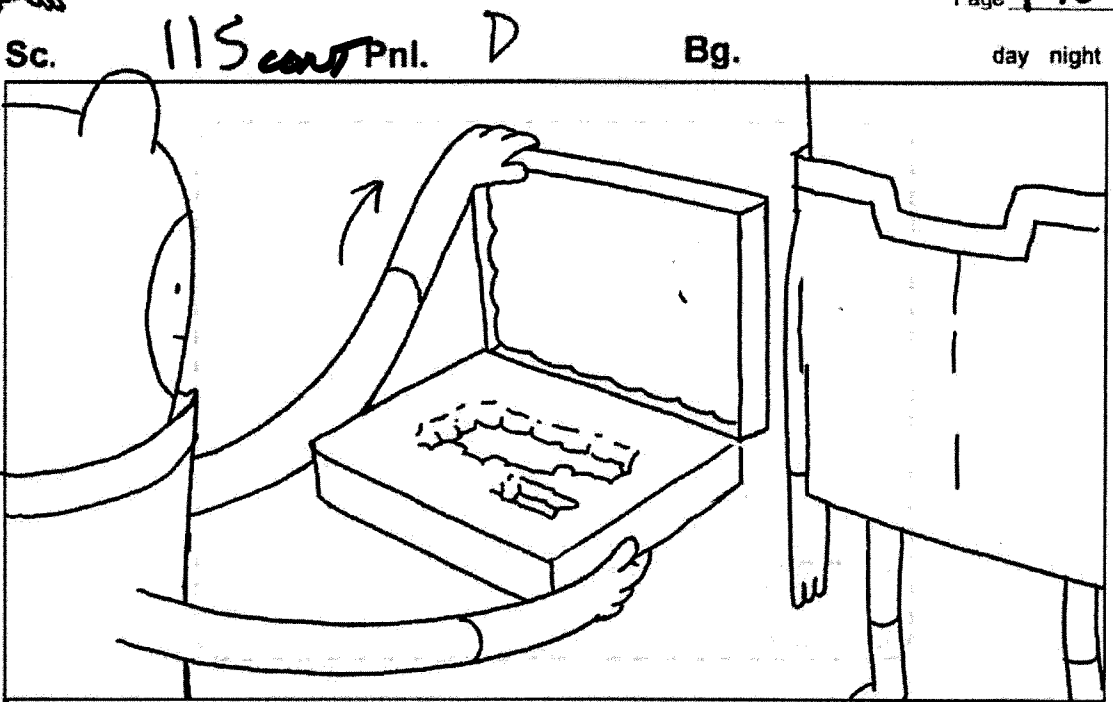
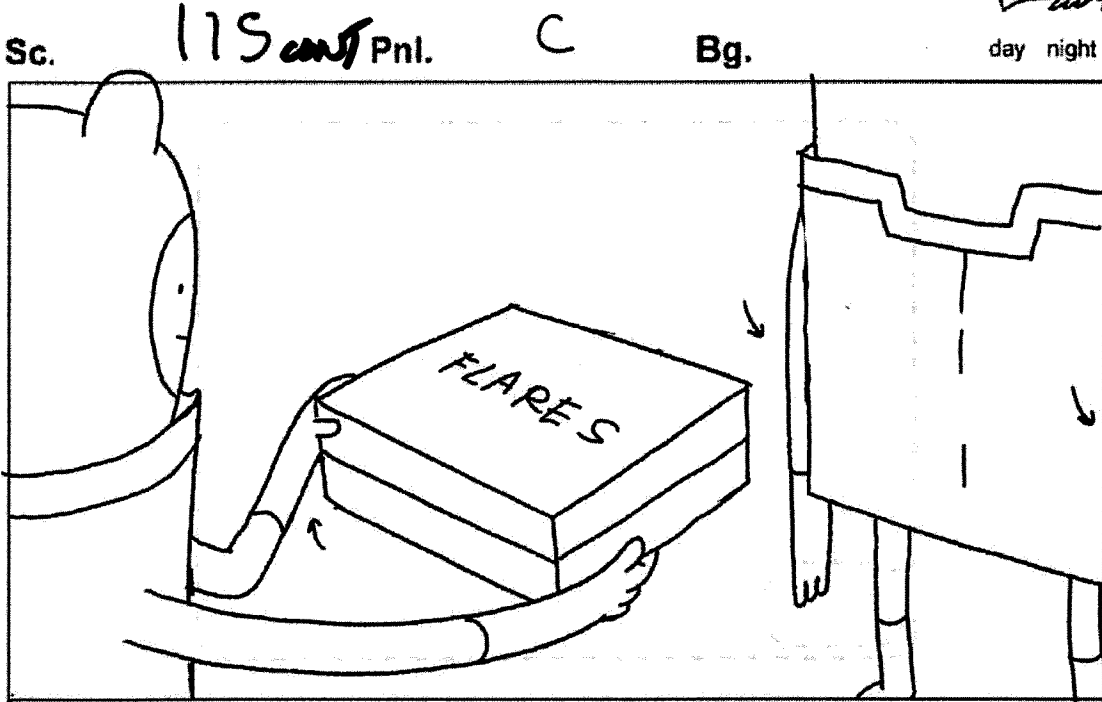
1014-151

EPISODE #

Production :

1014/151

ADVENTURE TIME



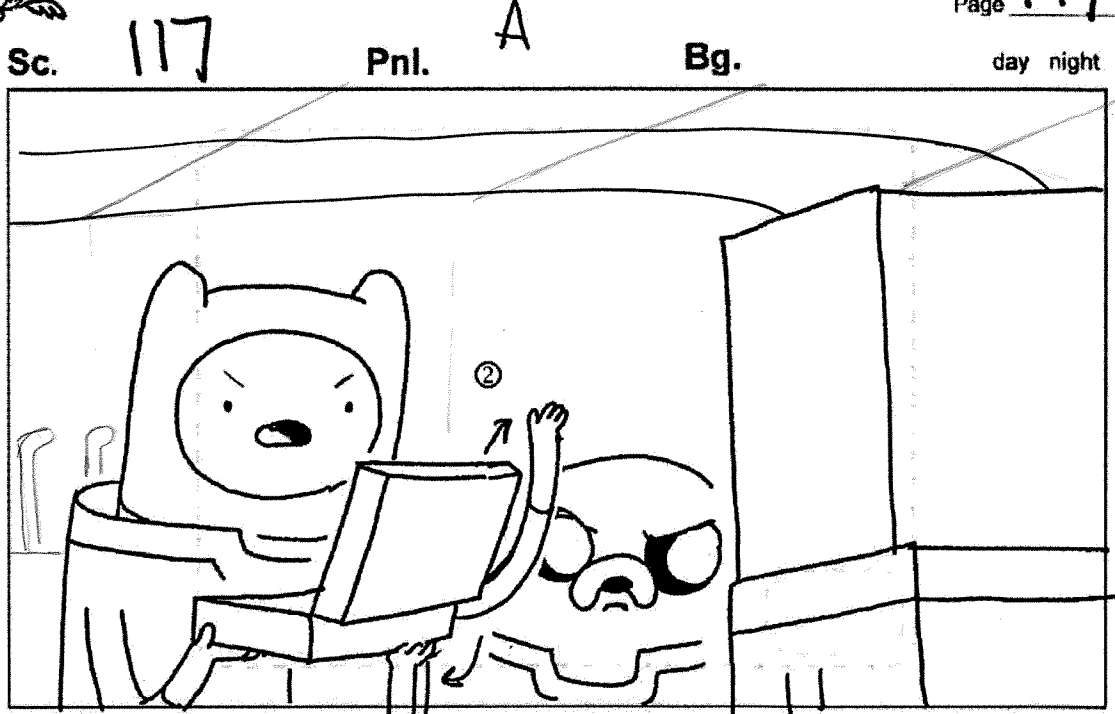
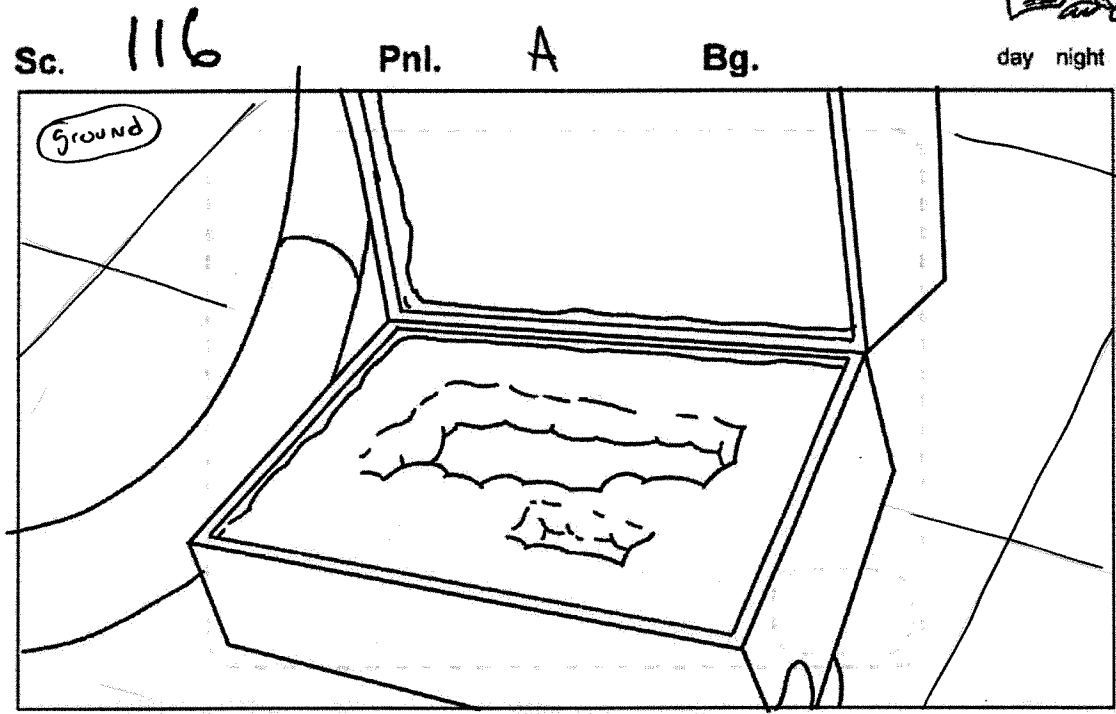
Dialog:
Action: - FINN opens up CASE REVEALING Empty Impression of FLARE GUN.
Timing: JUN 27 2013

1014-151
EPISODE #
Production :

ADVENTURE TIME



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Dialog:

F/ JAMES, WHERE ARE THE FLARES.

Action:

Timing:

EPISODE # 1014-151

1014/151

Production :

1014/151

1014/151

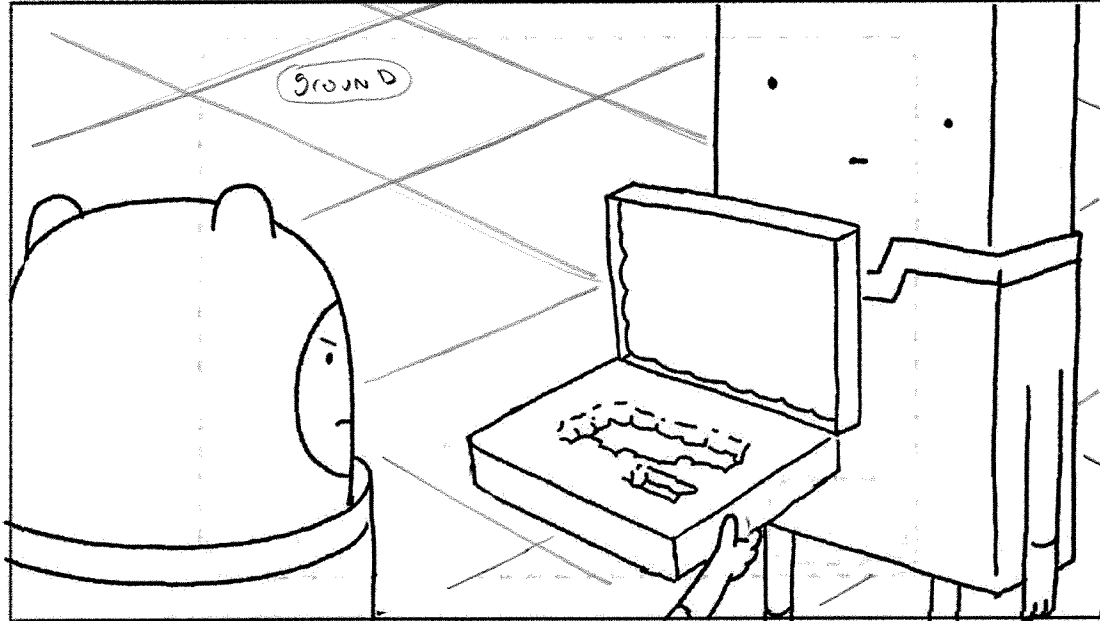
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ADVENTURE TIME

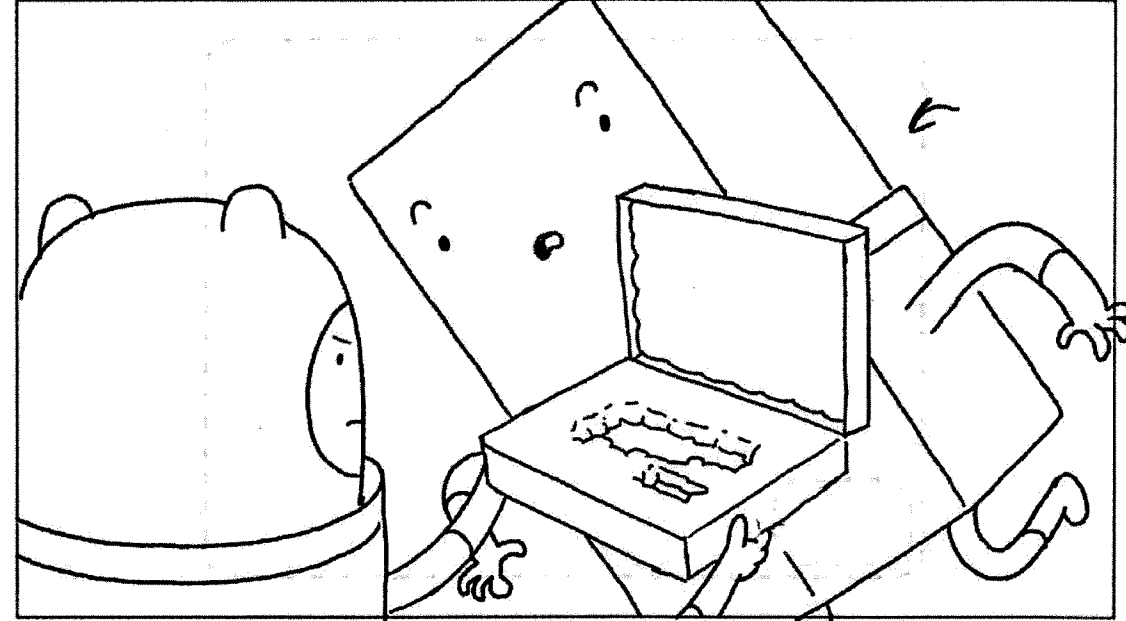


Page 148

Sc. 117A Pnl. A Bg. day night



Sc. 117A cont Pnl. B Bg. day night



Dialog:	<u>JAMES : WHAA</u>	
Action:	<u>JAMES LEANS IN.</u>	<u>JUN 27 2012</u>
Timing:		

1014-151

EPISODE #

1014/151

Production :

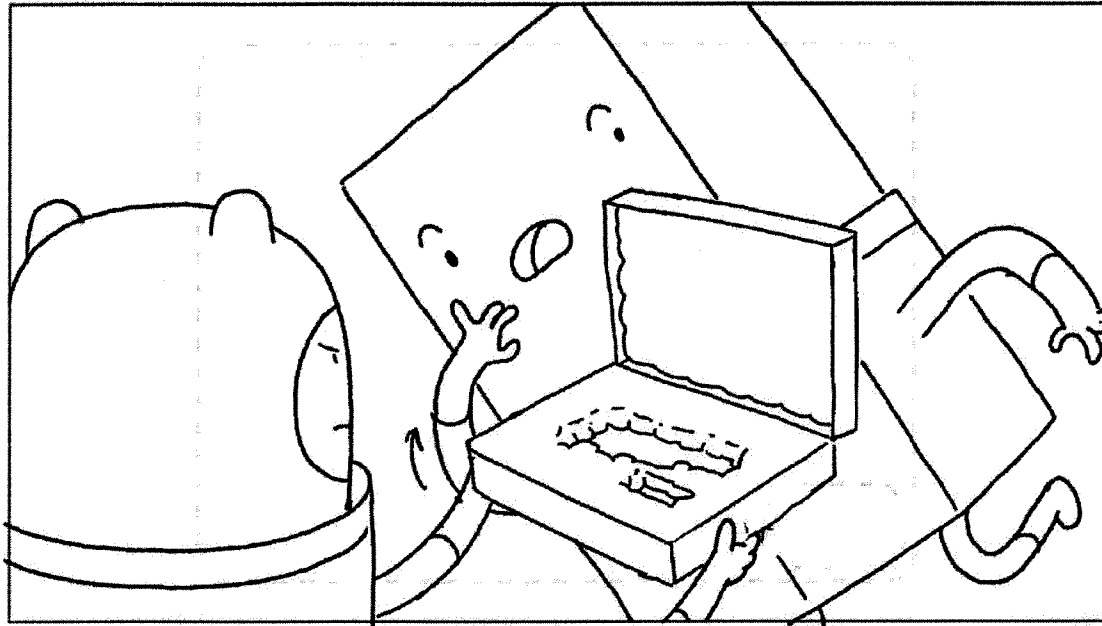
1014/151

ADVENTURE TIME

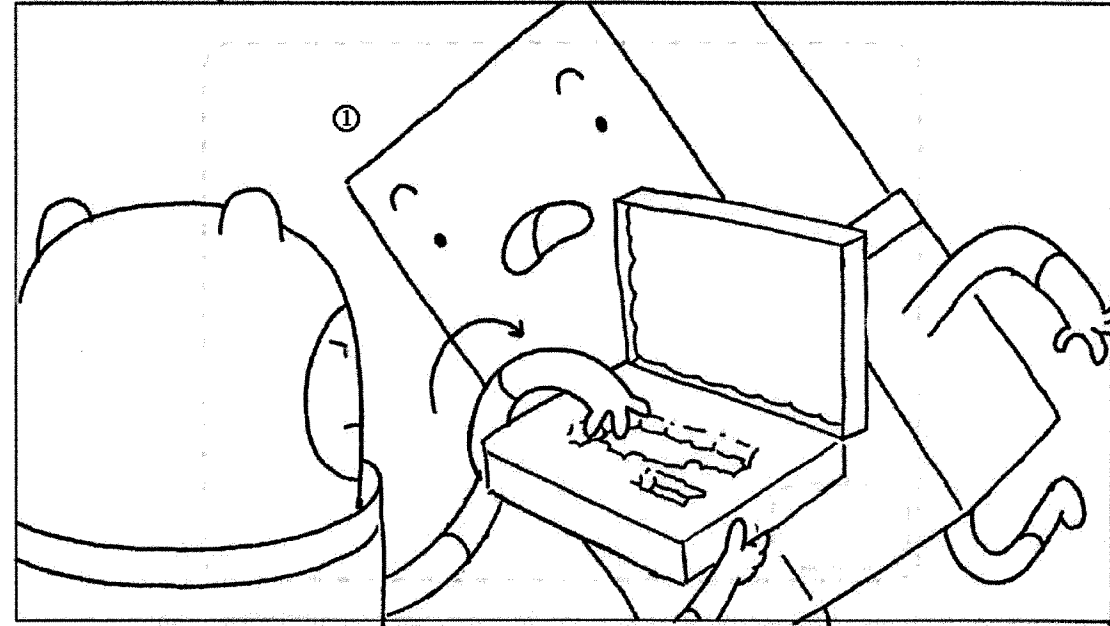


Page 149

Sc. 117 A *cont* Pnl. C Bg. day night



Sc. 117 A *cont* Pnl. D Bg. day night



Dialog:

JAMES/may...maybe ... THEY'RE ... Ahh

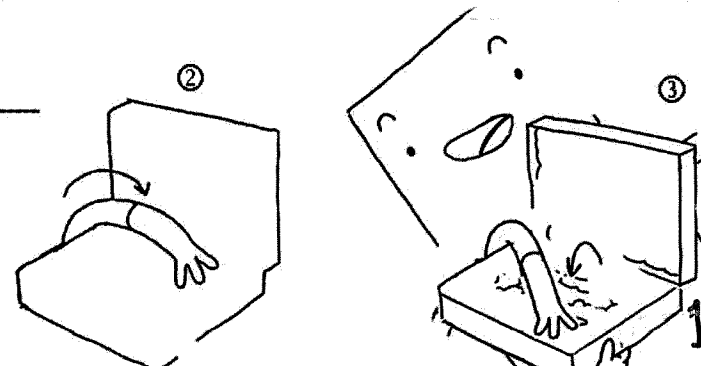
JAMES/ INVISIBLE FLARES.

JUN 27 2013

Action:

JAMES feels around THE BOX SEARCHING FOR INVISIBLE FLARES.

Timing:



EPISODE # 1014-151

1014/151

Production :

1014/151

1014/151
RUMBLE CHAIR

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ADVENTURE TIME



Page 150

Sc. 118

Pnl. A

Bg.

day night



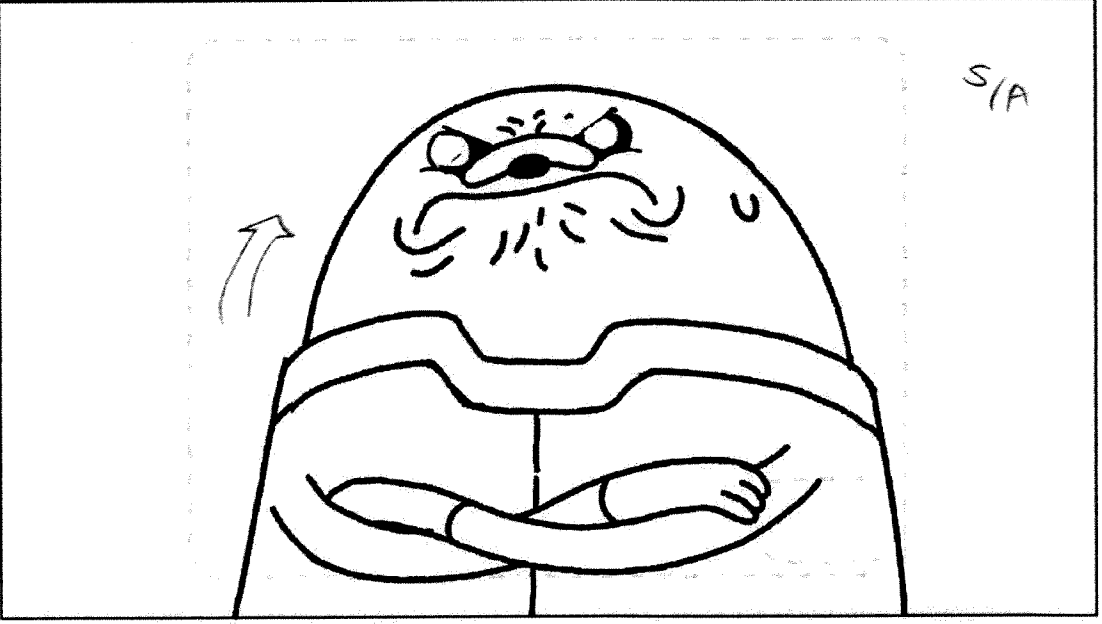
Sc.

118 cont

Pnl. B

Bg.

day night



Dialog:	J/ HMF.	J/ HURUMPH!
Action:	- J LEANS BACK AND FOLDS ARMS	
Timing:	JUN 27 2013	

EPISODE # 1014-151
Production :

1014/151

1014/151

ADVENTURE TIME

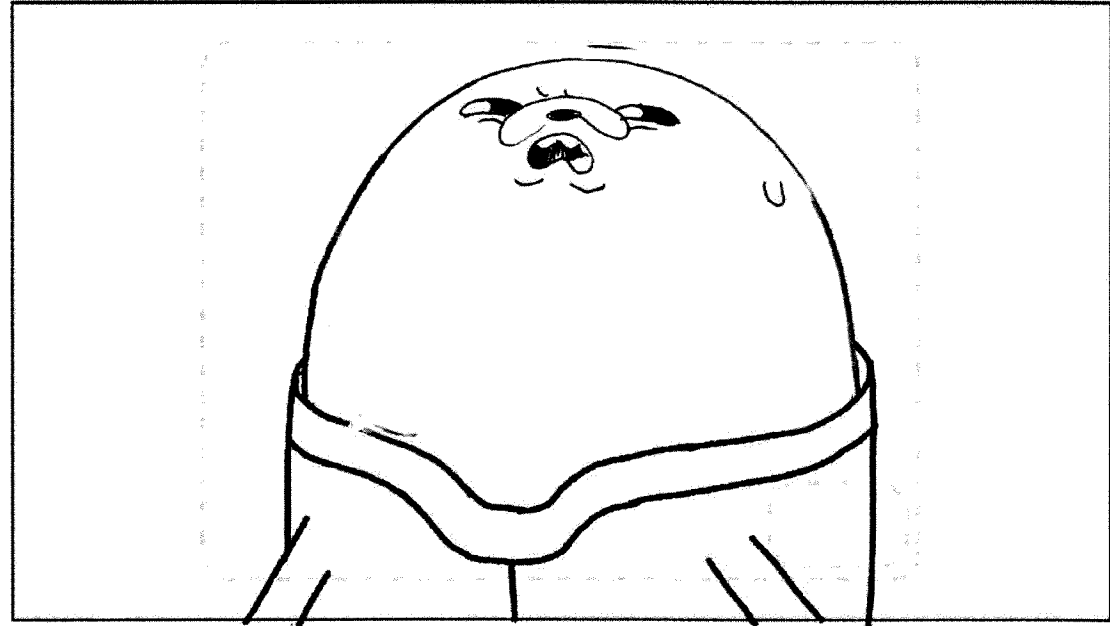


Page 151

Sc. 118 CONT Pnl. C Bg. day night




Sc. 118 CONT Pnl. D Bg. day night



Dialog:
J/ NNNNG.
J/ FINN, PB, CAN I SPEAK WITH YOU IN THE OTHER ROOM, PLEASE

Action:

Timing:


 JUN 27 2013
 WIPE

EPISODE # 1014-151

1014/151

1014/151

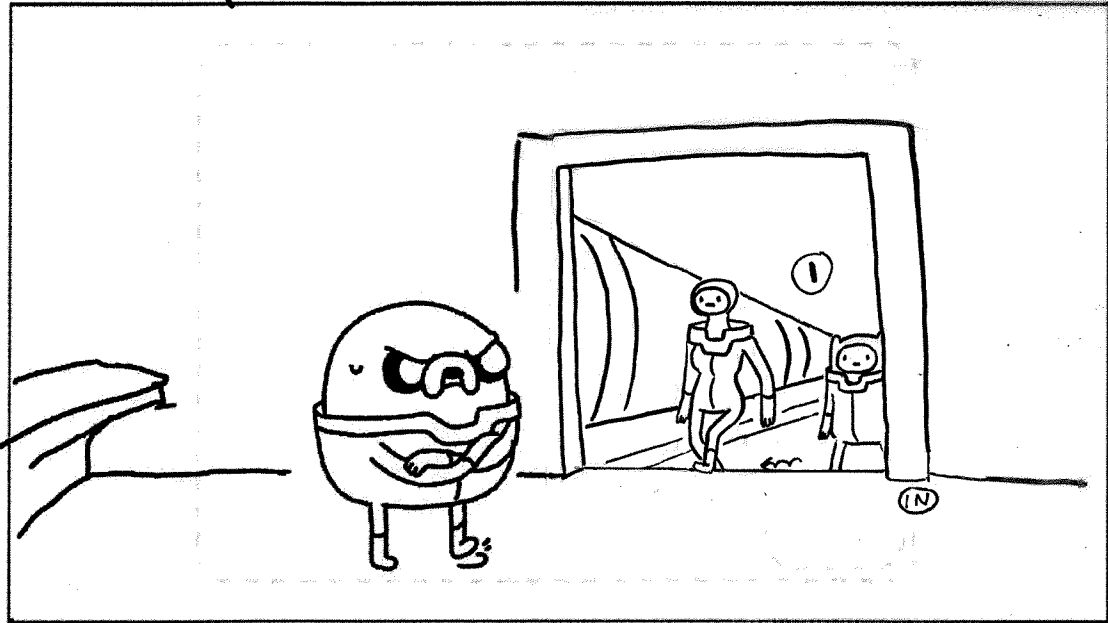
1014/151

ADVENTURE TIME

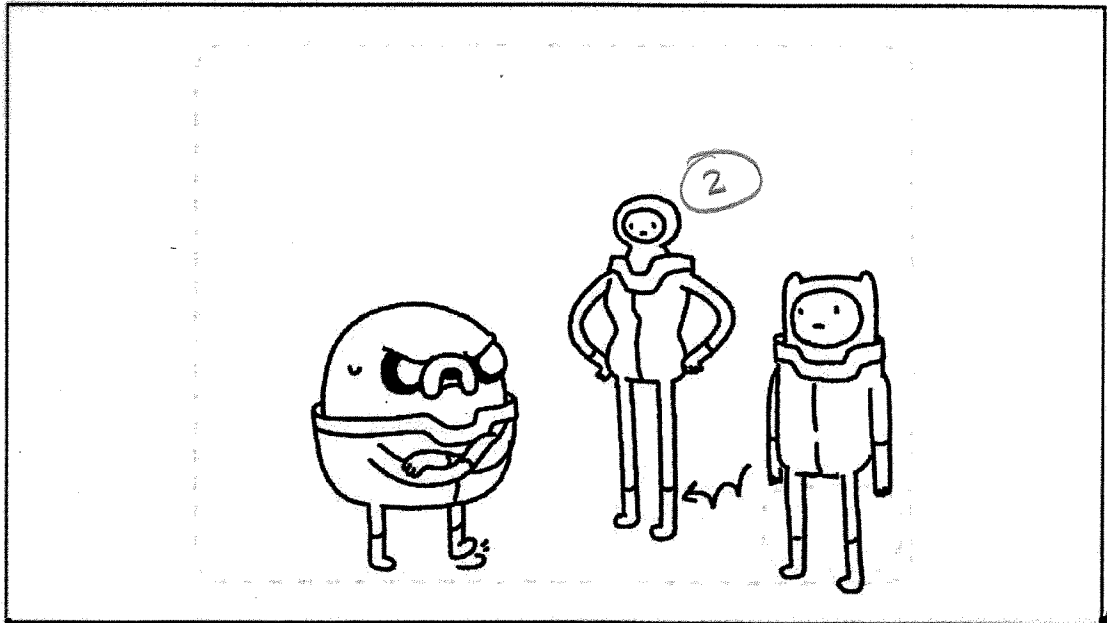


Page 152

Sc. 119 Pnl. A Bg. day night



Sc. 119 CONT Pnl. B Bg. day night

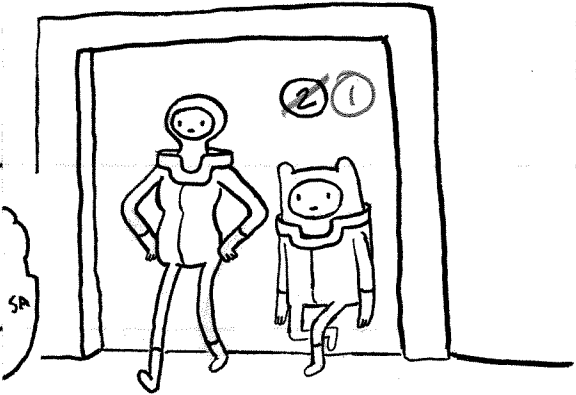


Dialog:

Action:

JAKE IS IMPATIENTLY TAPPING HIS FOOT. AS PB & F walk into Back of the ship.

Timing:



JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

1014/151

1014/151

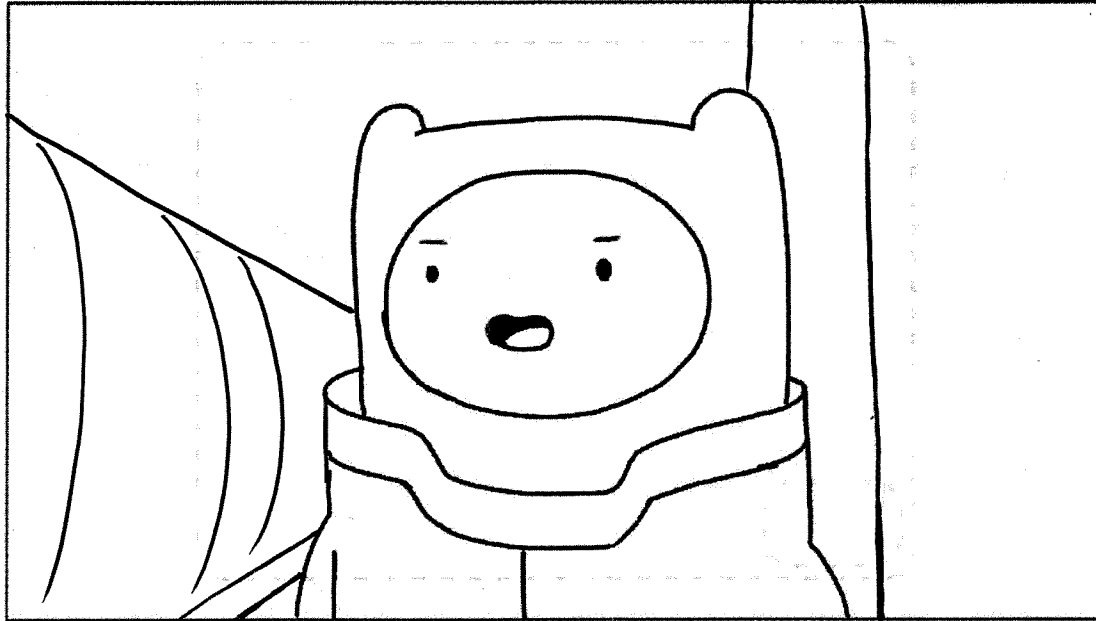
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ADVENTURE TIME

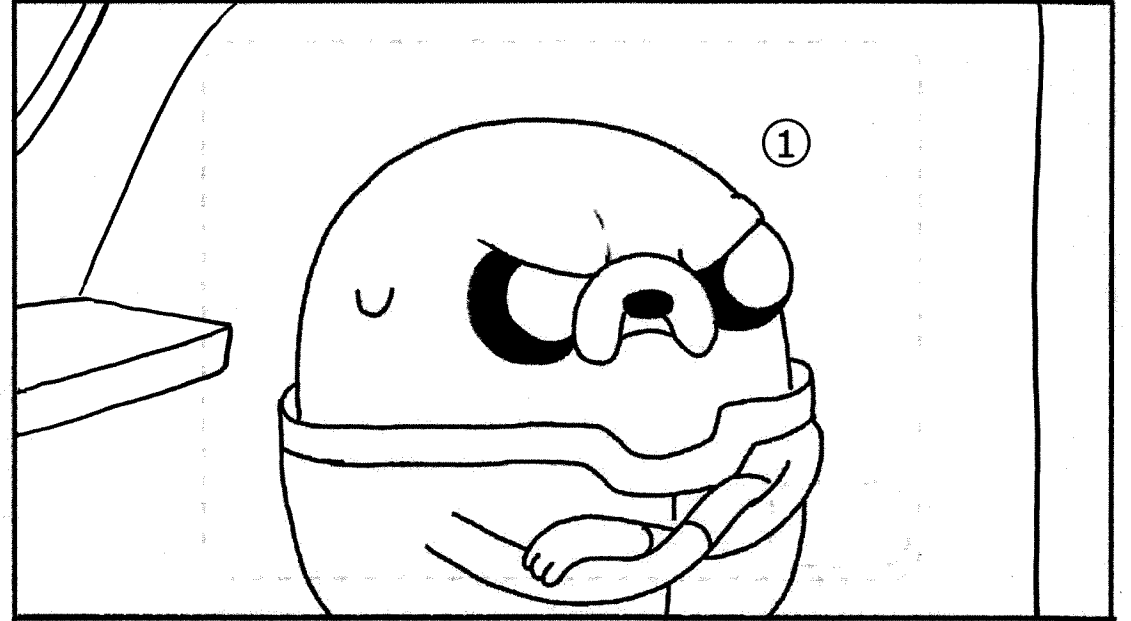


Page 153

Sc. 120 Pnl. A Bg. day night



Sc. 121 Pnl. A Bg. day night



Dialog:

F/ YOU WANNA DO THIS "TRUST HUDDLE" STYLE BUDDY

(AFFIRMATIVE)

J/ MMM

Action:

jake nods

Timing:



JUN 27 2013

1014-151

EPISODE #

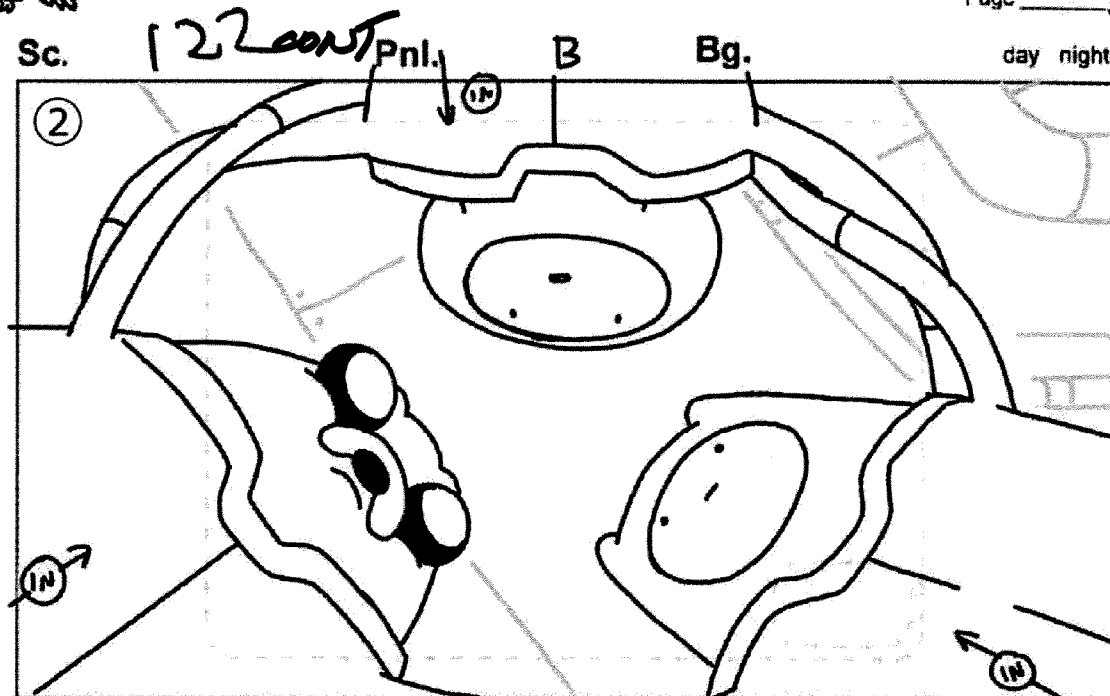
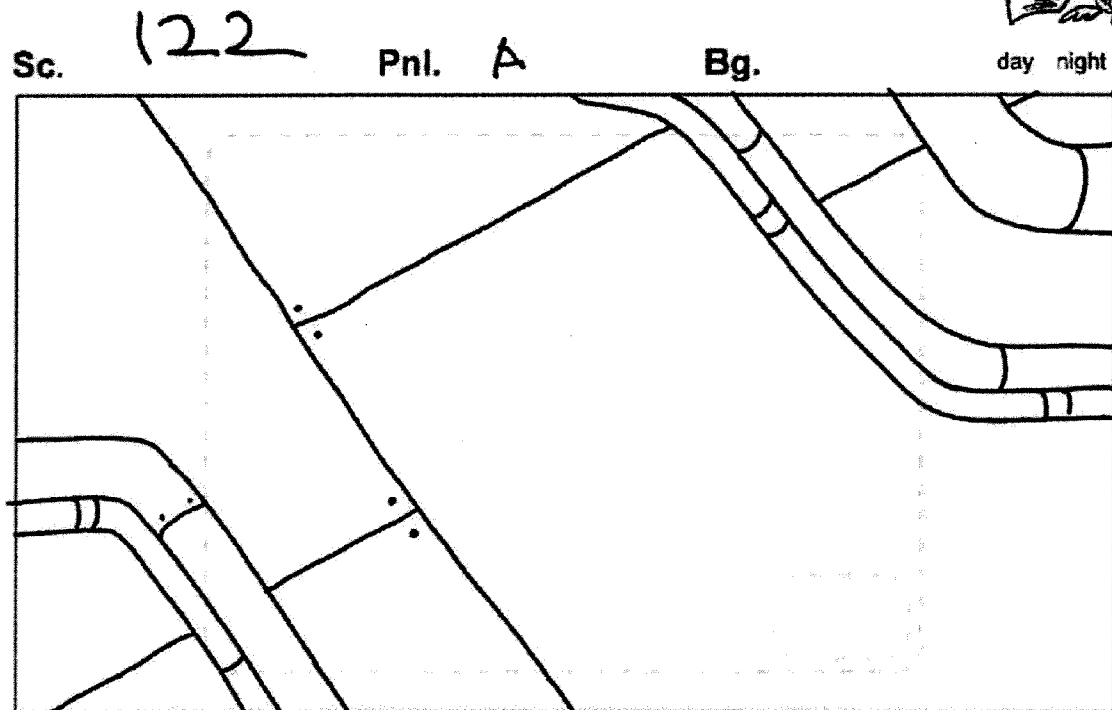
1014/151

1014/151

ADVENTURE TIME



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Dialog:

Action:

SHOT OF THE CEILING OF THE SHIP.

OUR HEROES LEAN INTO FRAME.

Timing:



1014-151

EPISODE #

1014/151

Production :

1014/151

1014/151

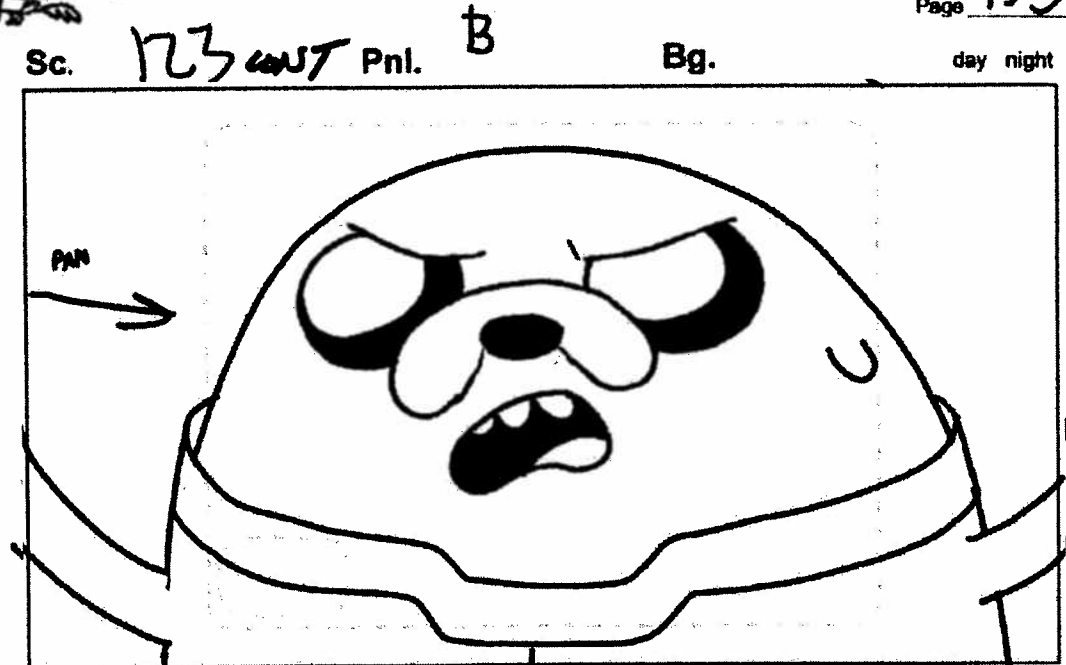
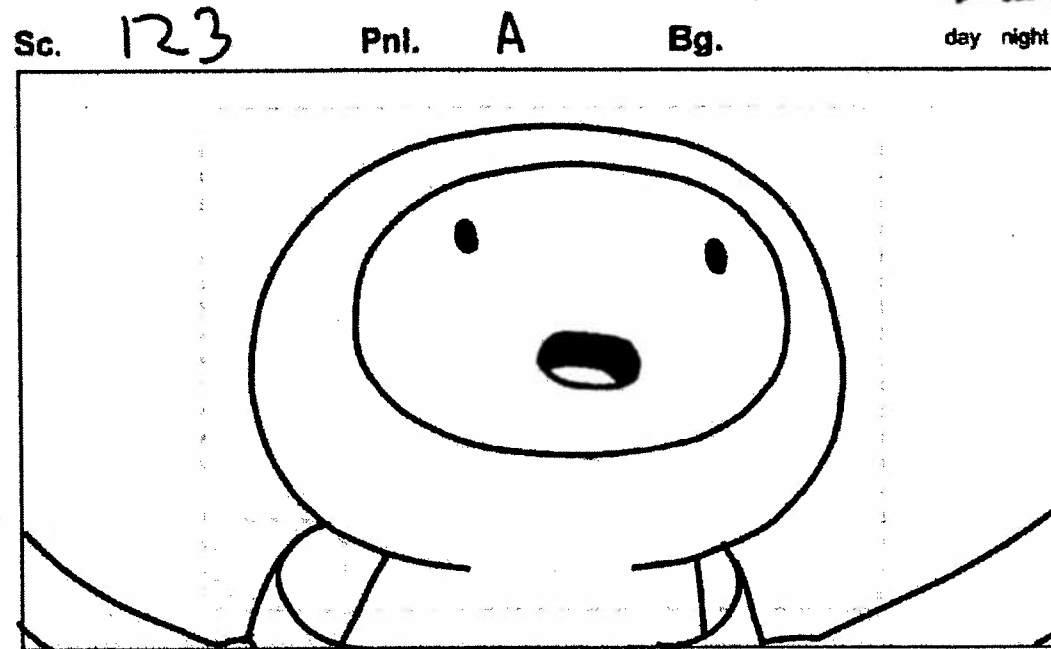
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ADVENTURE TIME



07-17-13
REVISED

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Dialog:

PD/ SO WHAT'S ALL THE HUBBUB?

J/ WHAT'S UP WITH THAT JAMES DUDE?

Action:

CAMERA PANS FROM CHARACTER TO character
that 20's show style.

JUN 27 2012

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

REVISED
07-17-13

ADVENTURE TIME



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Sc. 123 CONT

Pnl.

C

Bg.

day night

Sc.

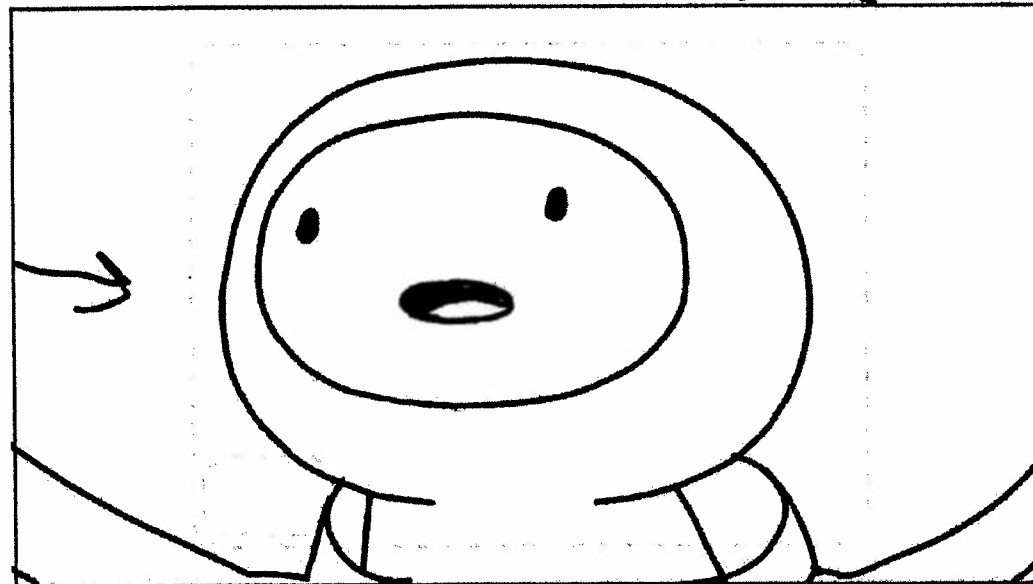
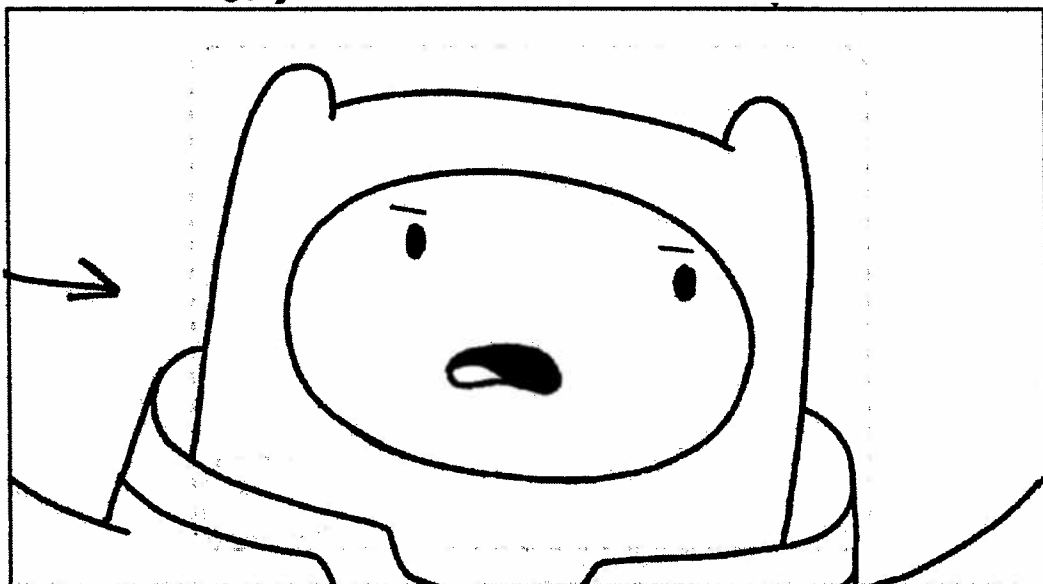
123 CONT

Pnl.

D

Bg.

day night



Dialog: YEAH,
F/ DO YOU THINK JAMES COULD BE
BREAKING THINGS ON PURPOSE.

PB/ NO JAMES WOULDN'T DO THAT.

Action:

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

1014/151

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1014/151

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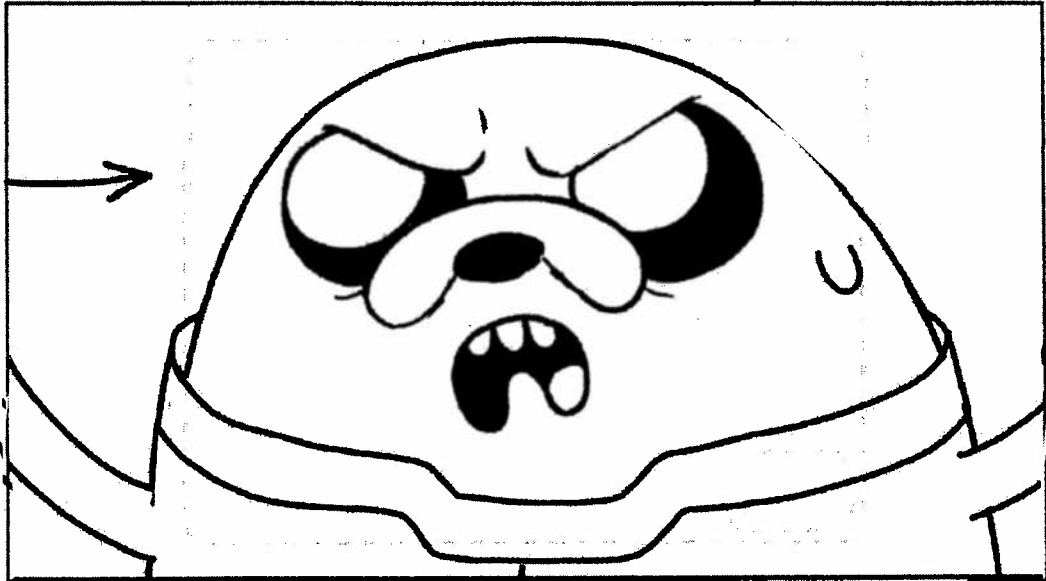
ADVENTURE TIME



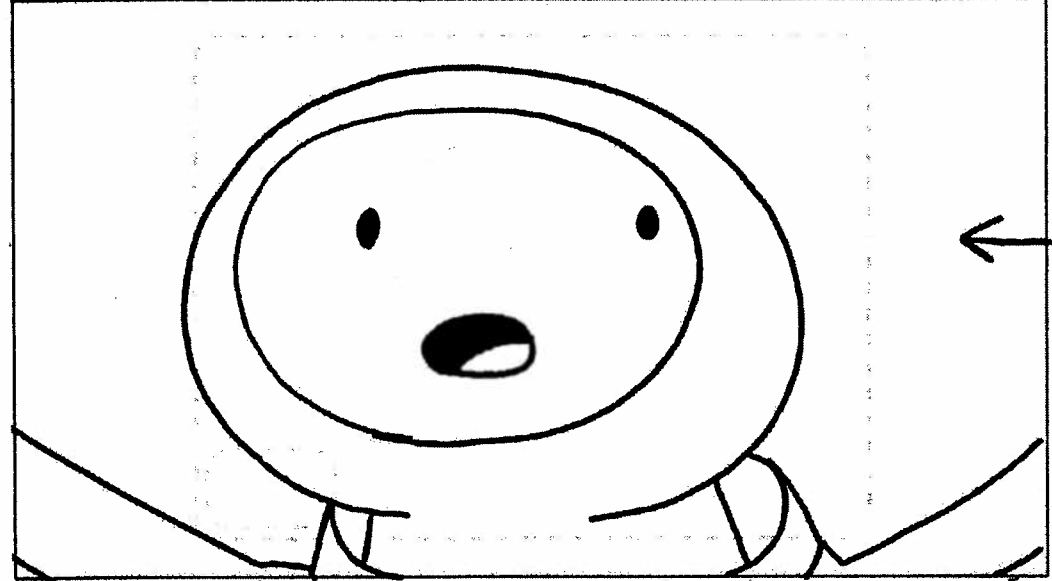
REVISED
07-17-13

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Sc. 123 ~~cont~~ Pnl. E Bg. day night



Sc. 123 ~~cont~~ Pnl. F Bg. day night



Dialog:

J/ WAKE UP- DUDE'S A
SABOTEUR

PB/ IT'S NOT JAMES.

Action:

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

1014/151

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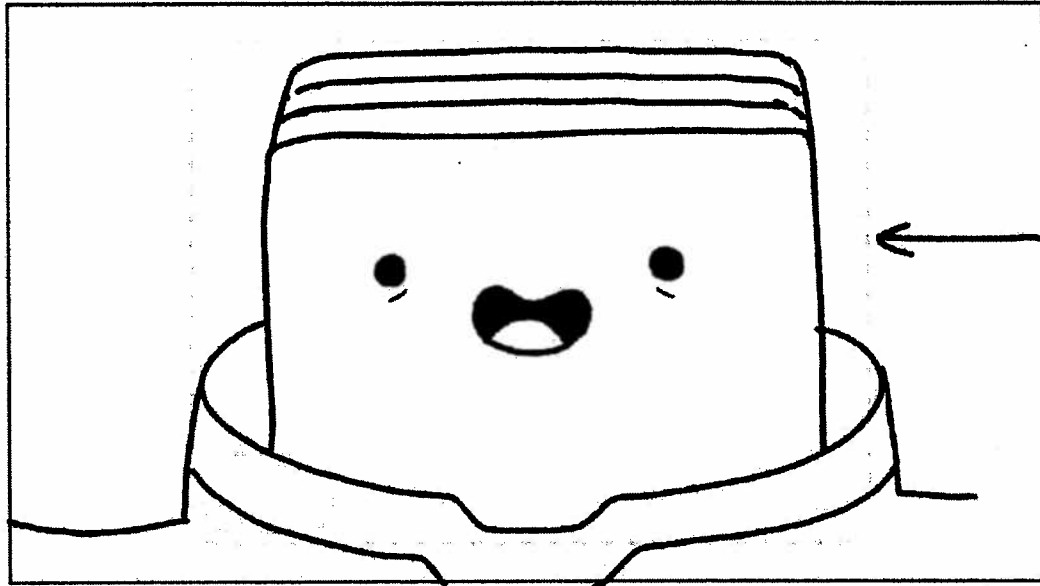
ADVENTURE TIME



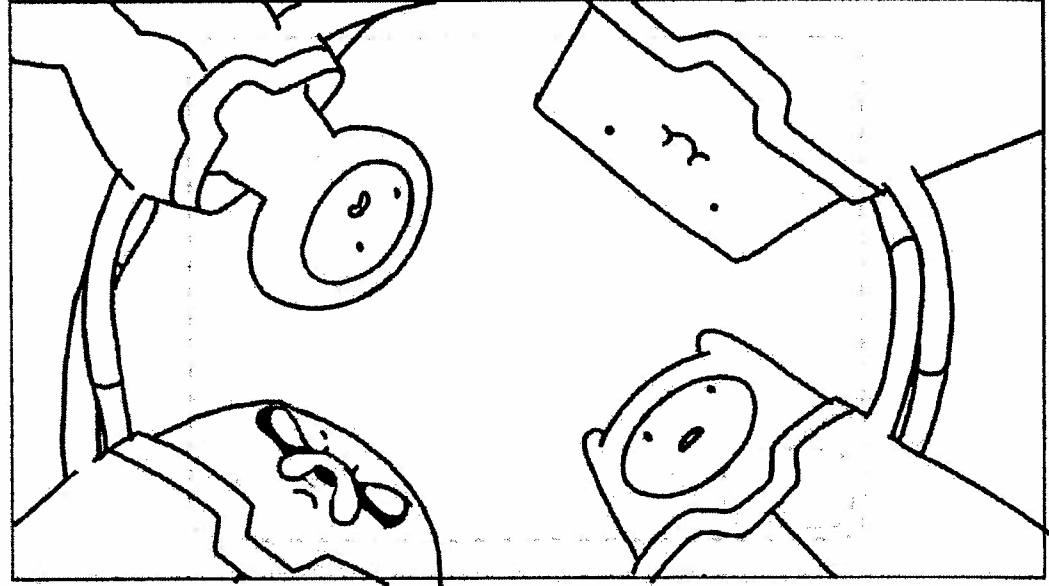
REVISED
7-17-13

Page 158

Sc. 123 cont Pnl. G Bg. day night



Sc. 124 Pnl. A Bg. day night



Dialog:

JAMES / WHAT'S NOT JAMES?

Action:

THEY ALL LOOK WORRIEDLY AT JAMES.

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

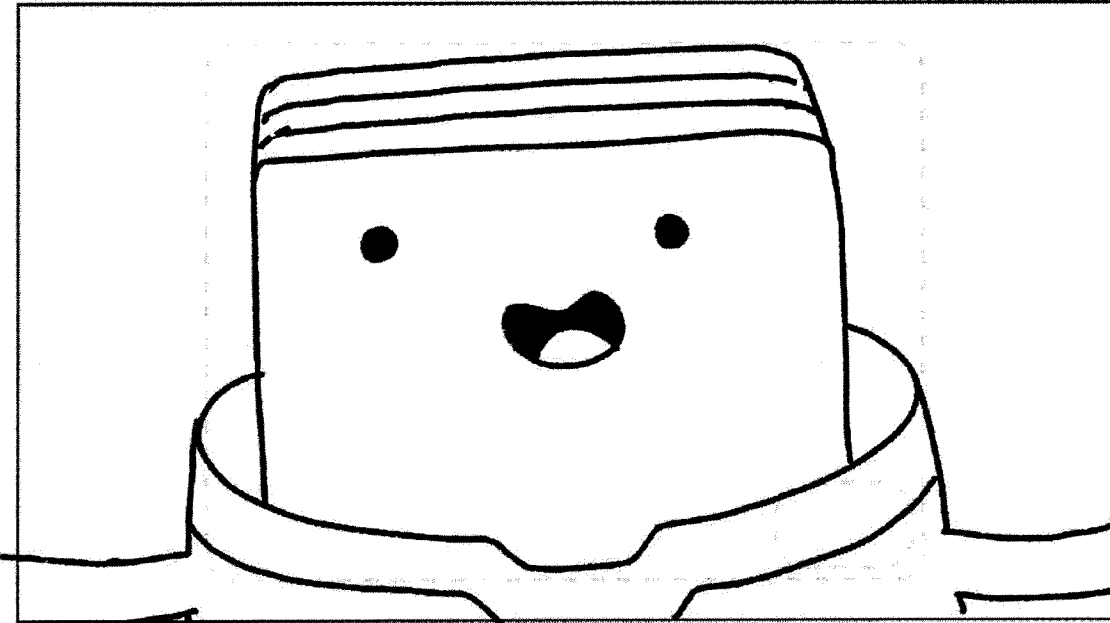
1014/151

ADVENTURE TIME

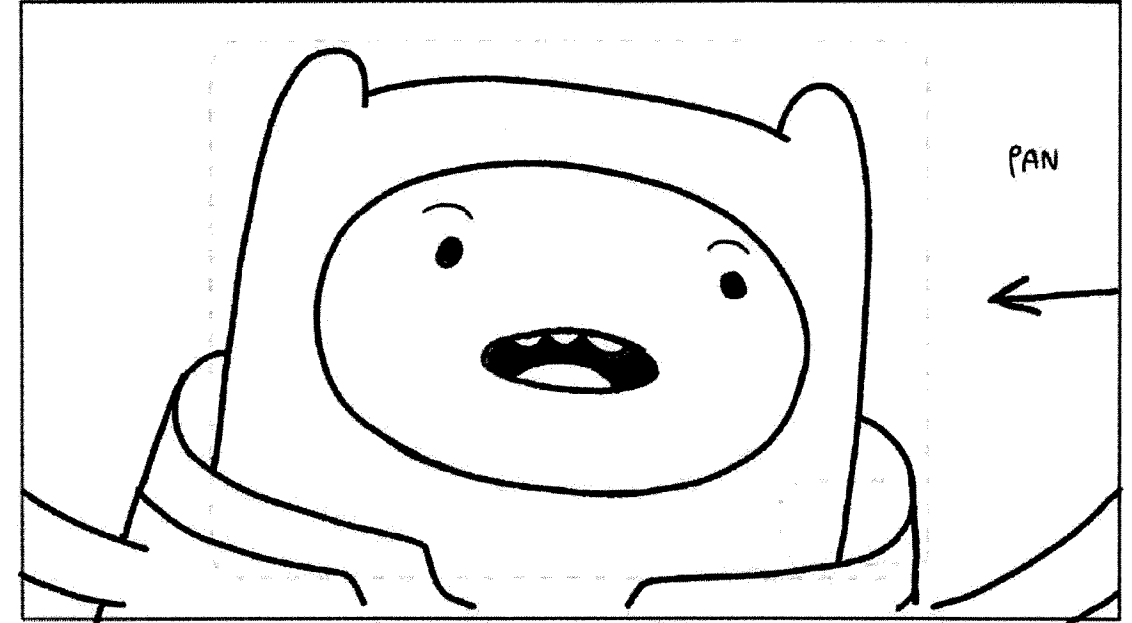


Page 159

Sc. 125 Pnl. A Bg. day night



Sc. 125 cont Pnl. B Bg. day night



Dialog:

JAMES/ I GOT LONELY UP FRONT.

I WANTED TO SEE WHAT YA'LL WERE UP TO.

F/HEY , THAT GIVES ME AN IDEA.

Action:

JUN 27 2019

Timing:

1014-151

EPISODE #

1014/151

Production :

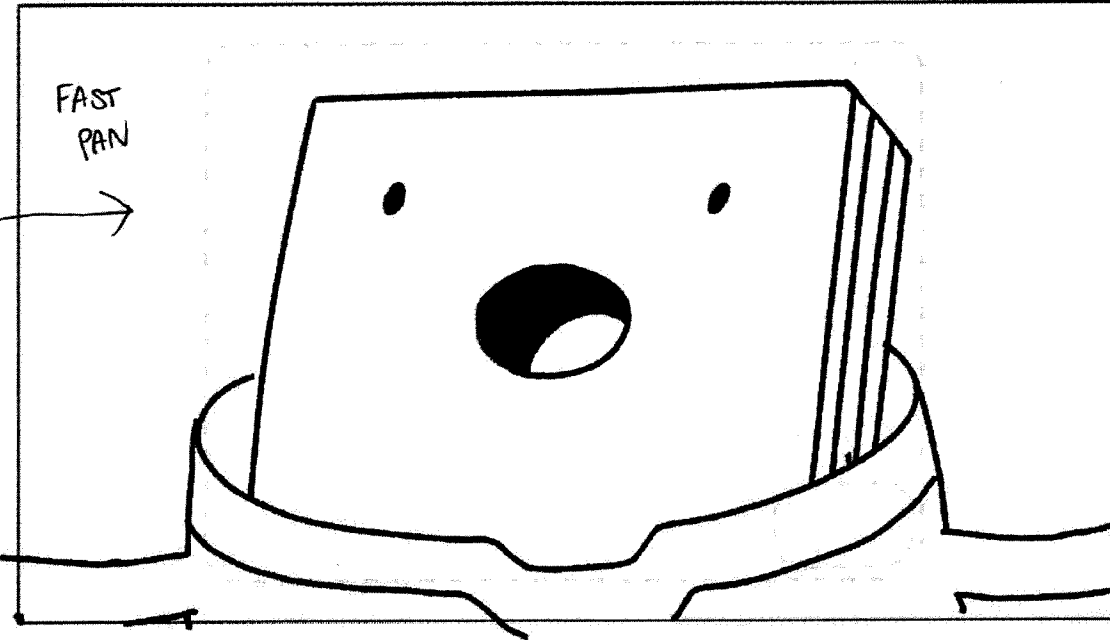
1014/151

ADVENTURE TIME

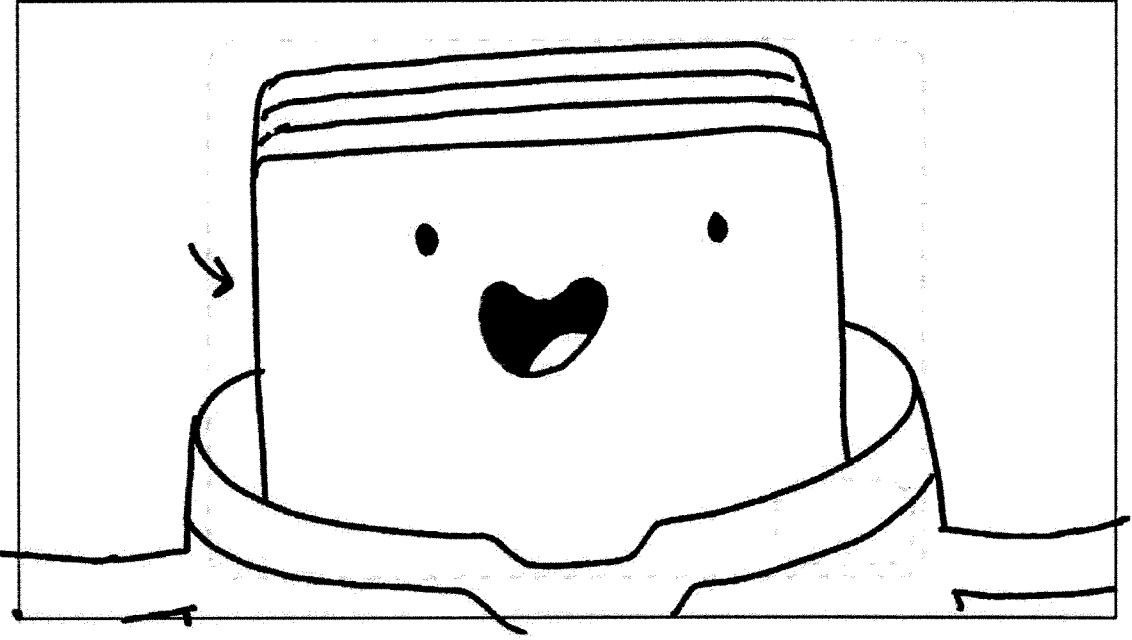


Page 160

Sc. 125 CONT Pnl. C Bg. day night



Sc. 125 CONT Pnl. D Bg. day night



Dialog:

JAMES/ me too...

JAMES/ VRT - Just KIDDING.
I DON'T HAVE ANY IDEAS

Action:

Timing:

JUN 27 2013

1014-151

EPISODE #

1014/151

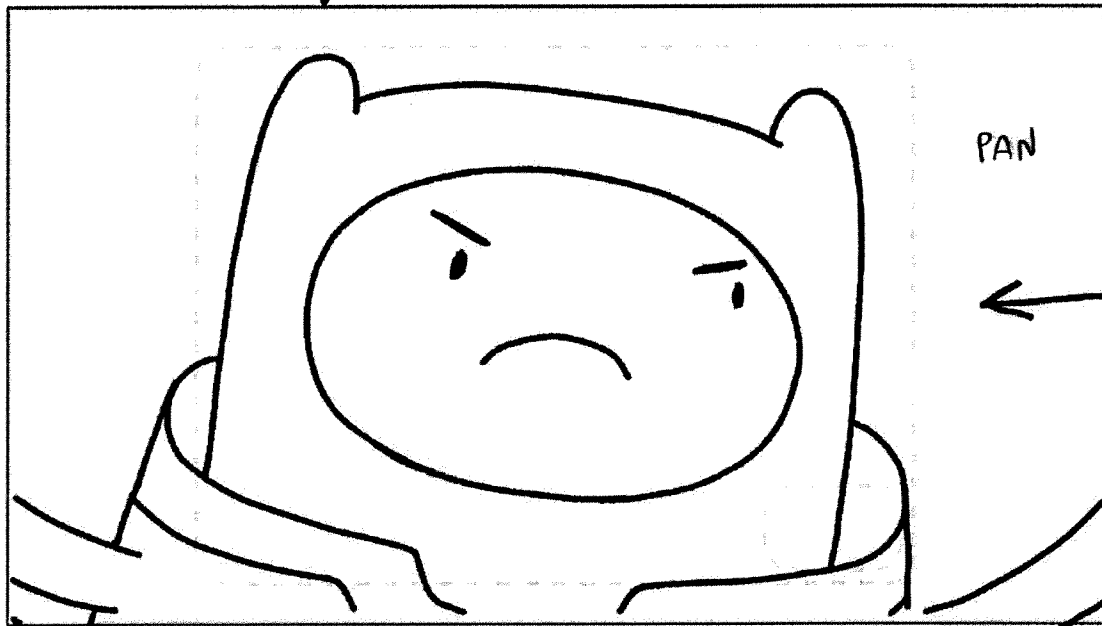
Production :

1014/151

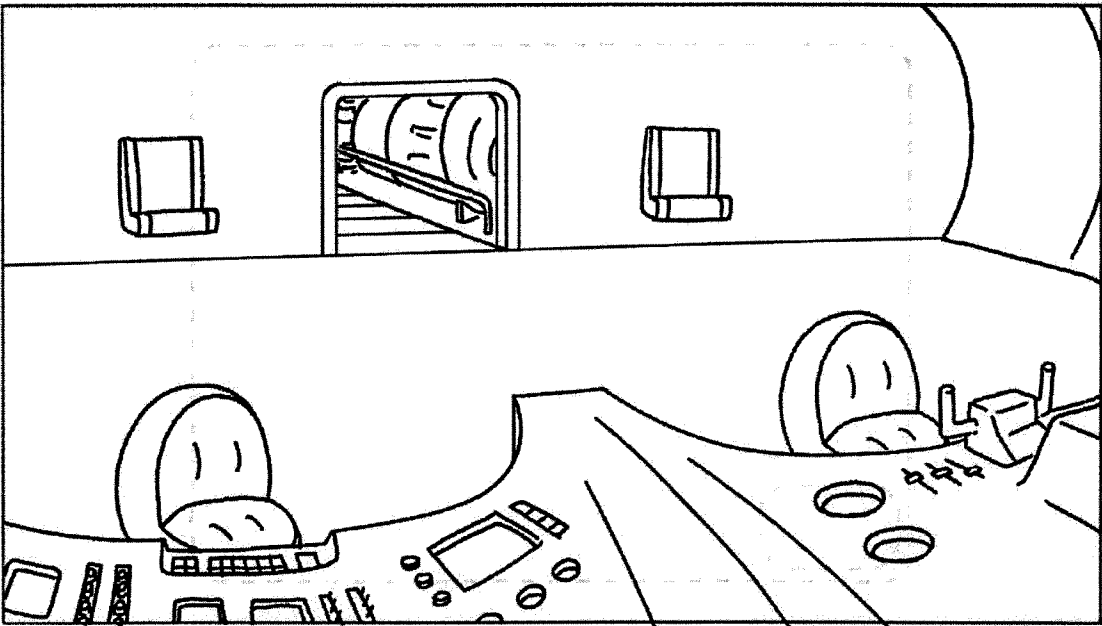
ADVENTURE TIME



Sc. 125 cont Pnl. E Bg. day night



Sc. 126 Pnl. A Bg. day night



Dialog:
Action: -FINN IS NOT PLEASED -INT. COCKPIT
Timing:

JUN 27

1014-151
EPISODE #
Production :

1014/151

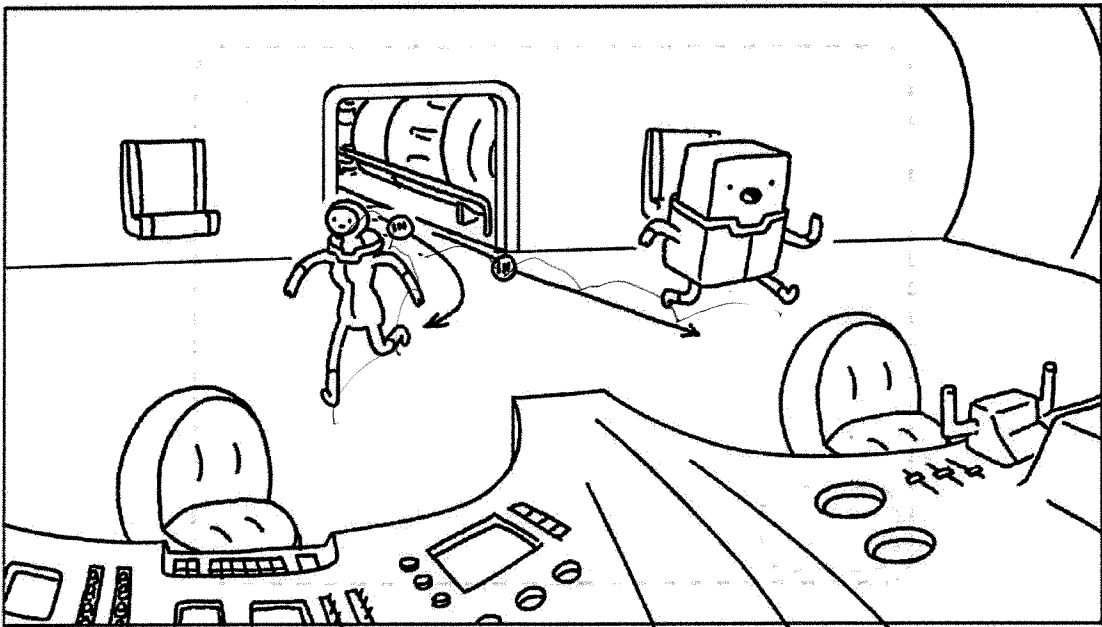
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ADVENTURE TIME

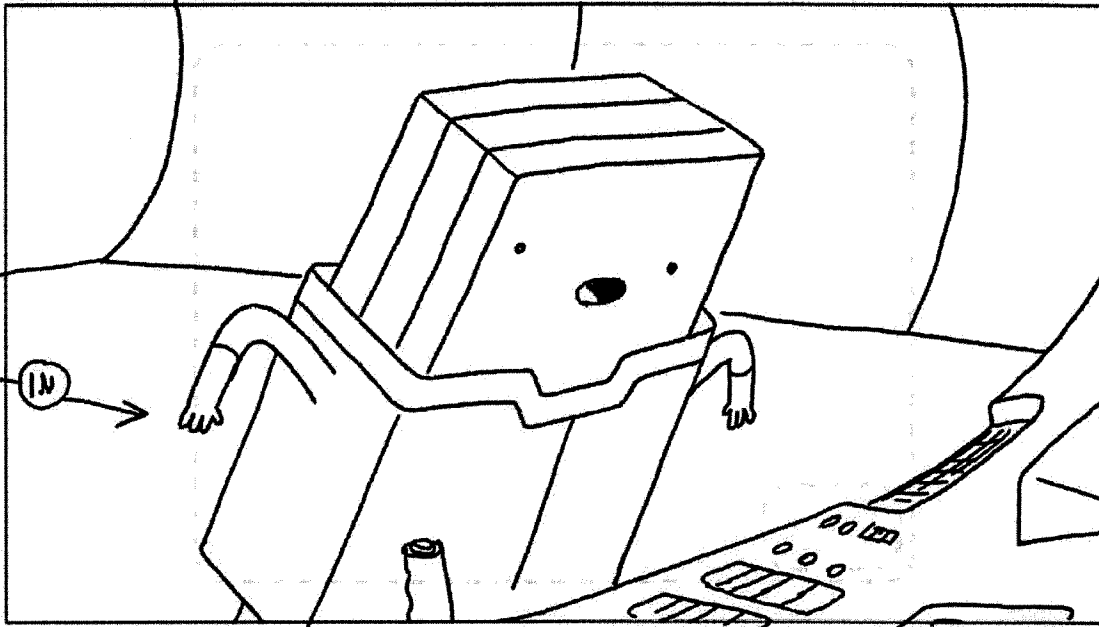


Page 162

Sc. 126 cont Pnl. B Bg. day night



Sc. 127 Pnl. A Bg. day night



Dialog:
J: DIVERSION!
Action: PB & J RUN IN.
Timing:
JUN 27 2015

1014-151
EPISODE #
1014/151
Production :

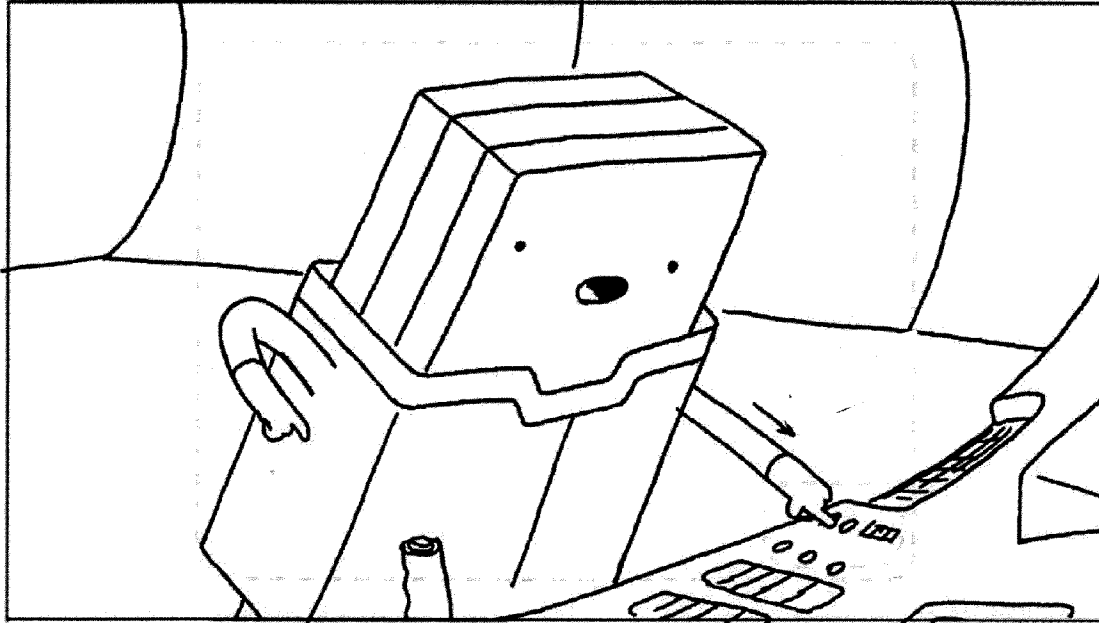
1014/151

ADVENTURE TIME

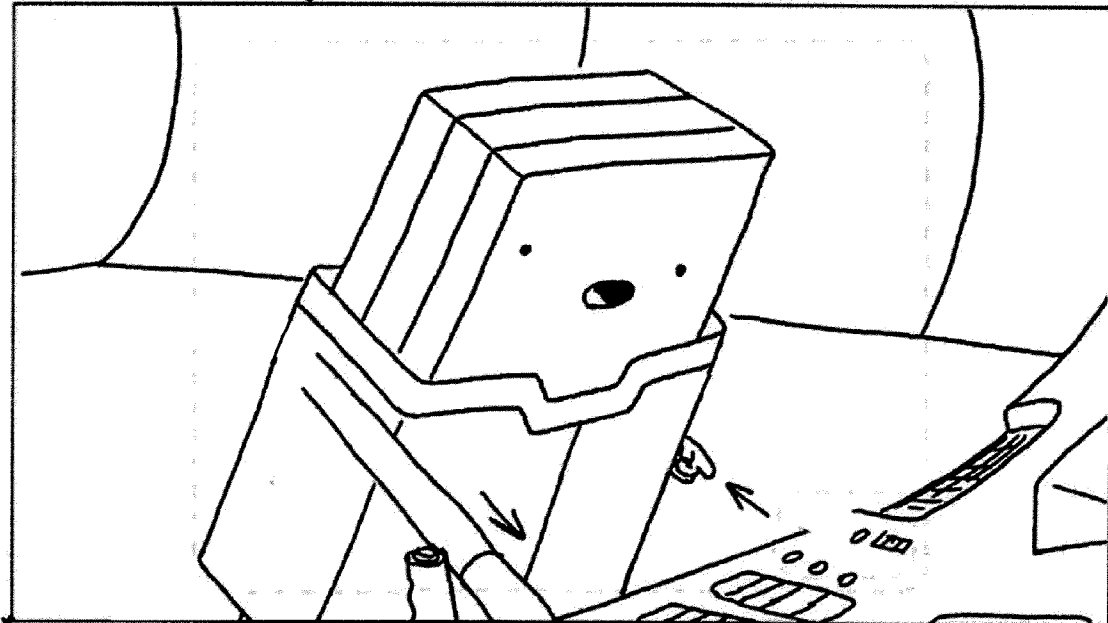


Page 163

Sc. 127 CONT Pnl. B Bg. day night



Sc. 127 CONT Pnl. C Bg. day night



Dialog:

J: DIVERSION. DI-DI-DI-DI-DIVERSION.

Action: JAMES STARTS
HITTING RANDOM BUTTONS

B C B C B
A B A B A

JUN 27 2015

Timing:

1014-151

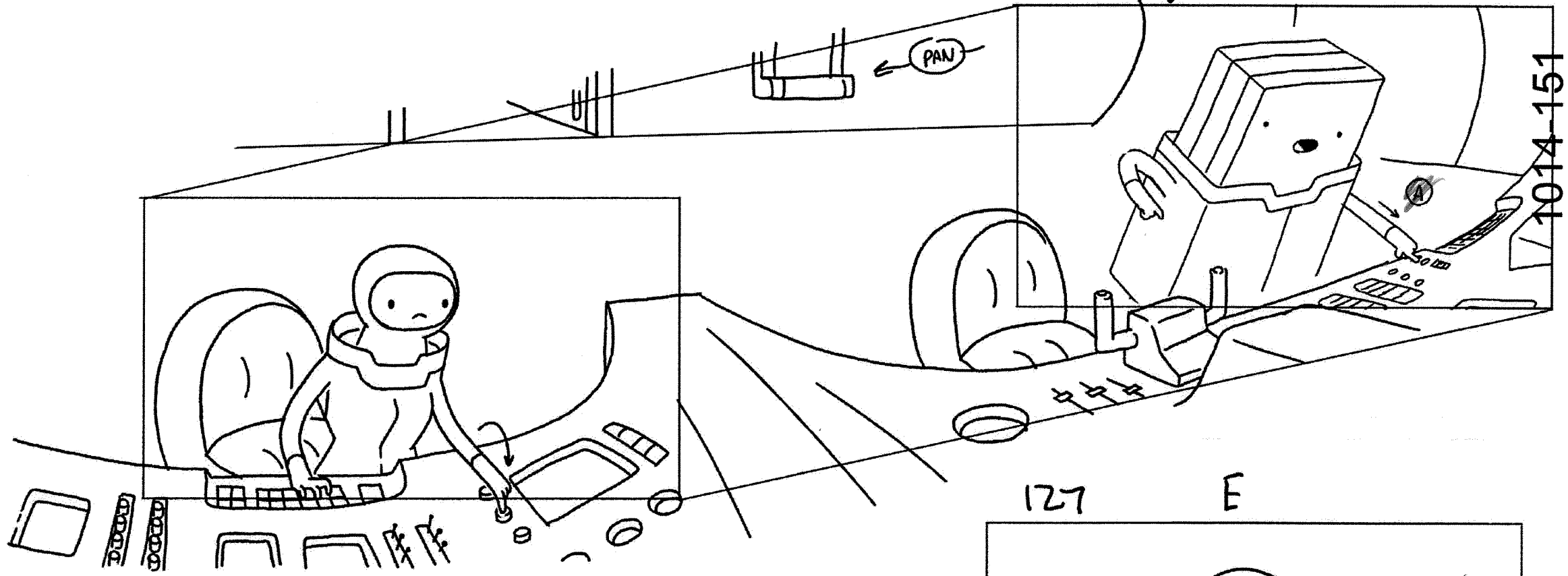
EPISODE #

1014/151 A

Production :

1014/151 1

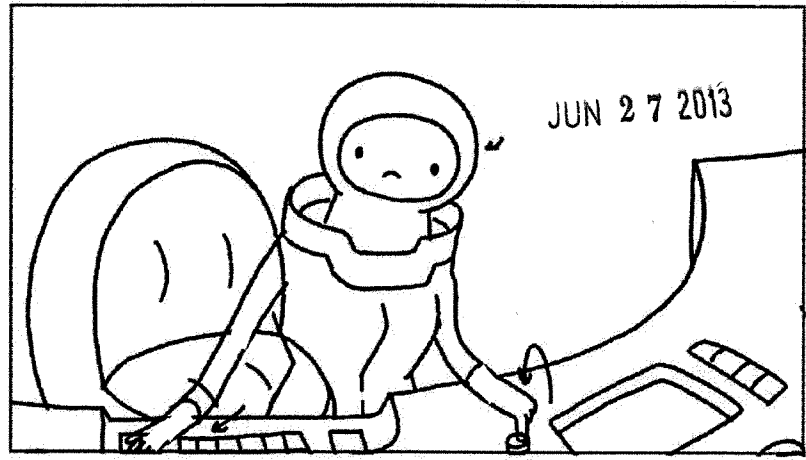
127 CONT D



1014/151

1014/151

127 E



1014/151

1014/151

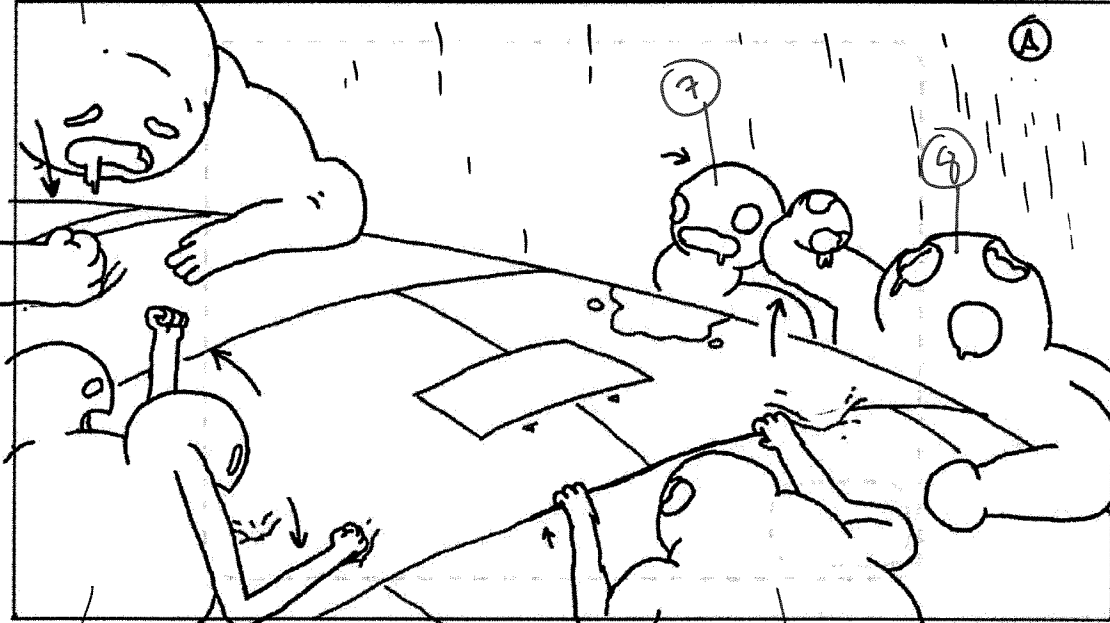
Camera pans over to PB ALSO Pressing Buttons

ADVENTURE TIME

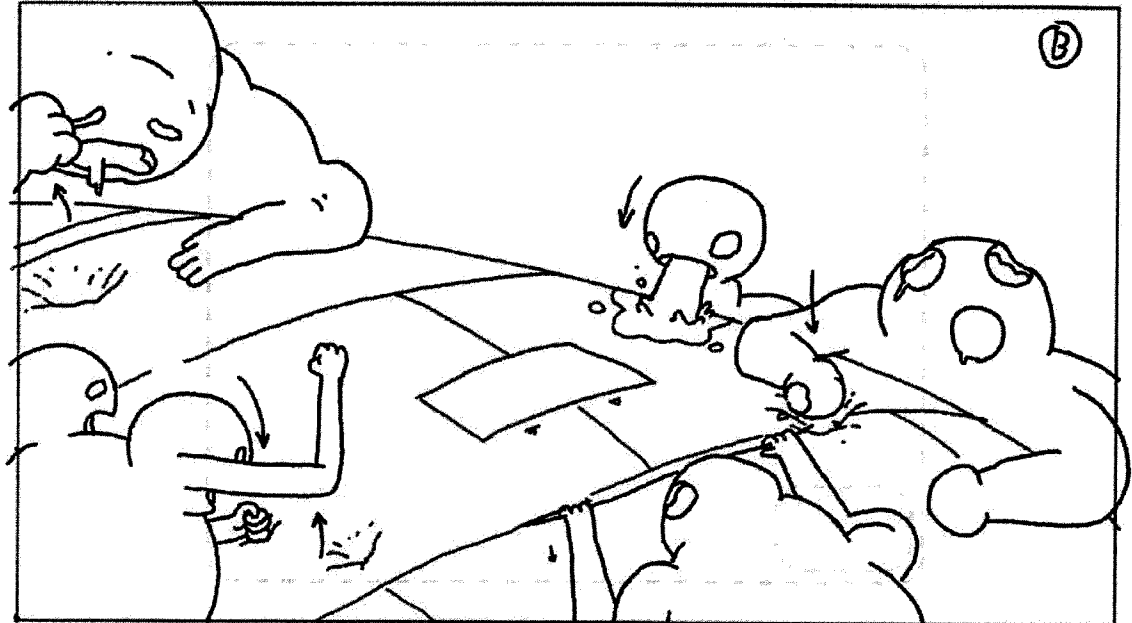


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Sc. 128 Pnl. A Bg. day night



Sc. 128 cont Pnl. B Bg. day night



Dialog:

12 Goo Monsters : [ATTACK WALLA]

Action: ALTERNATE BETWEEN A & B . PLEASE STAGGER CREATURES MOVEMENTS .

Timing:

JUN 27 2013

EPISODE # 1014-151

Production :

1014/151

1014/151

1014/151

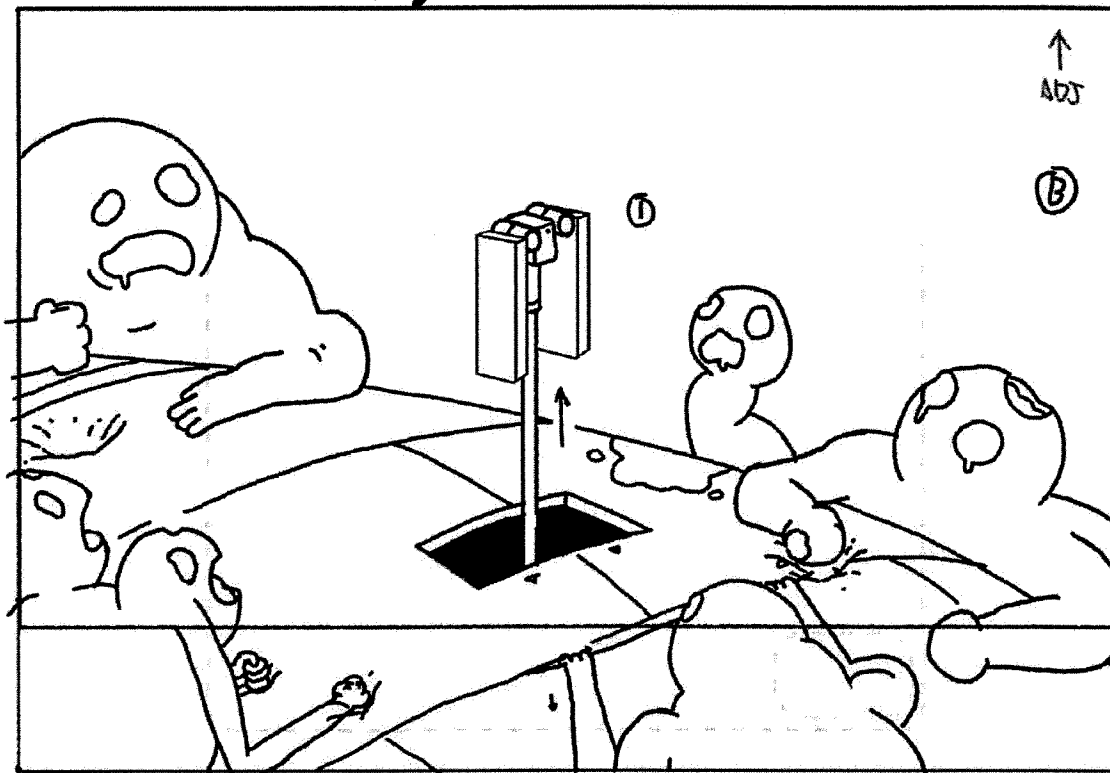
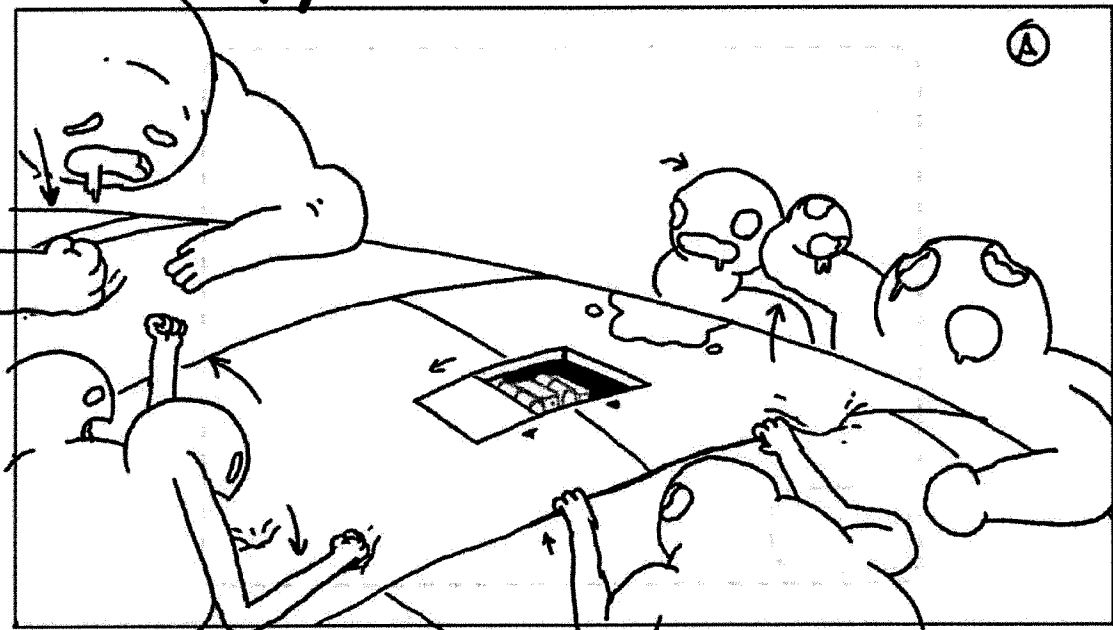
ADVENTURE TIME



128 CONT D

Page 166

Sc. 128 CONT Pnl. C Bg. day night

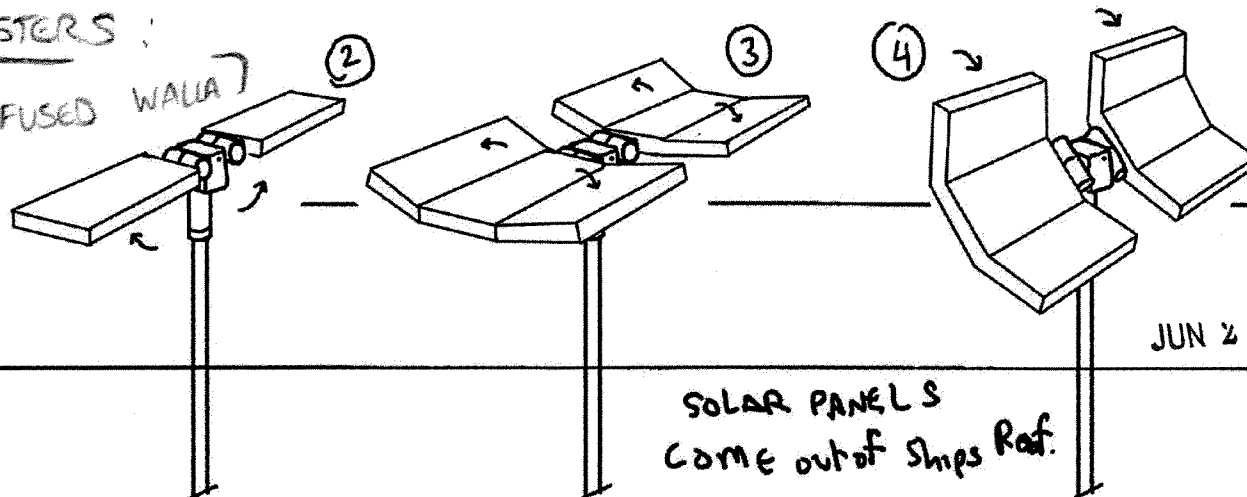


Dialog:

GOO MONSTERS:
[CONFUSED WALLA]

Action: ALTERNATE BETWEEN A & B. Please
STAGGER CREATURES MOVEMENTS.

Timing:



SOLAR PANELS
COME OUT OF SHIP'S ROOF.

JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

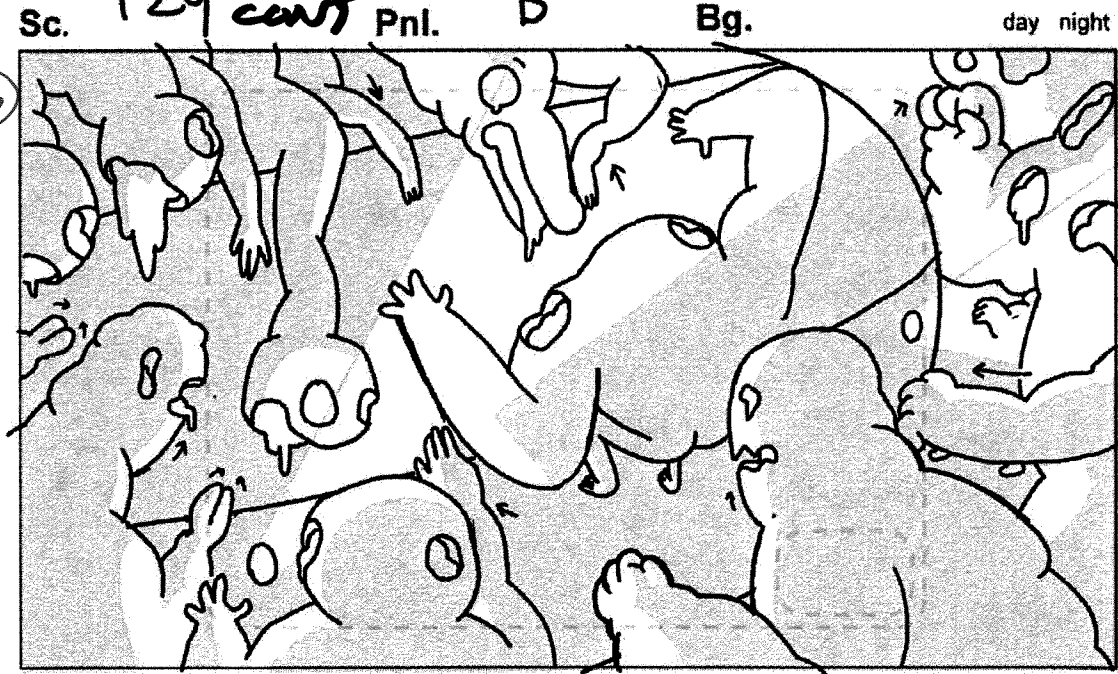
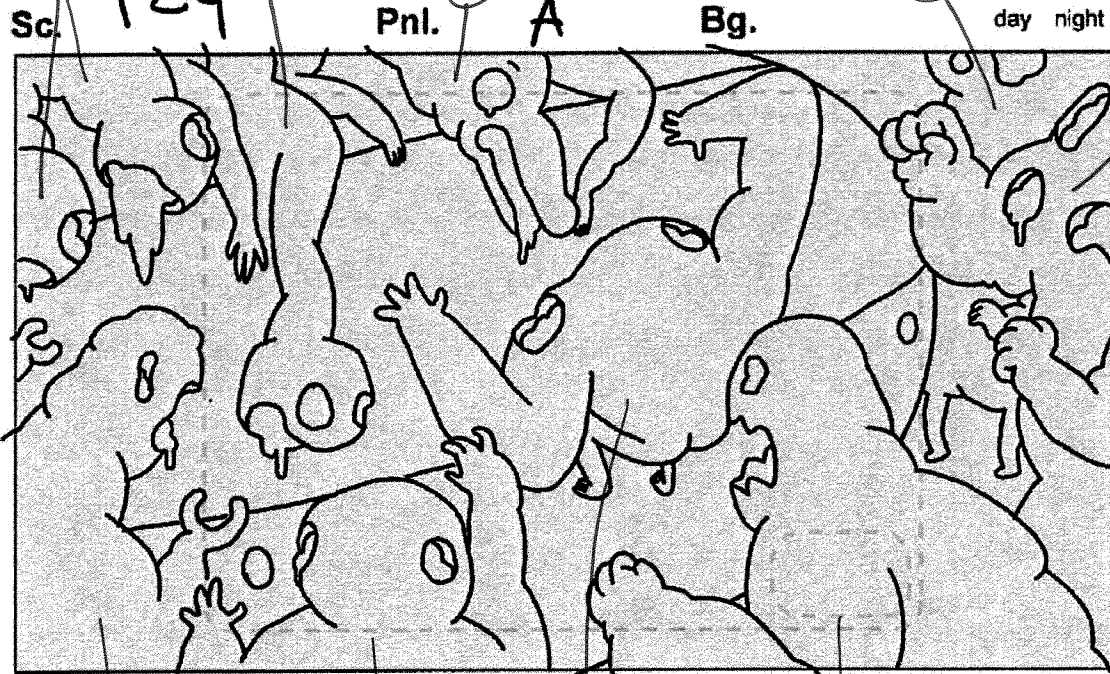
1014/151

ADVENTURE TIME



Page

167



Dialog:

3

4

#16

#1

GOO MONSTERS : [ANGER/ SURPRISE WALLA]

Action: CREATURES BANG ON SHIP AS LIGHTS TURN
off and on.

JUN 27 2012

Timing:

1014-151

EPISODE #

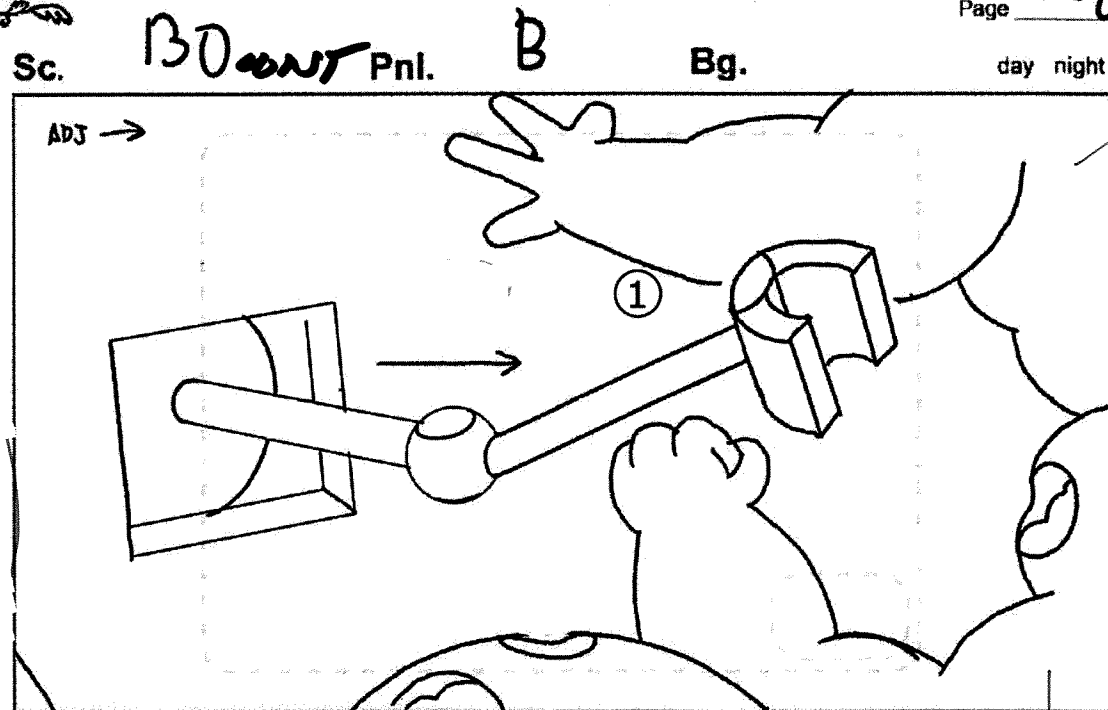
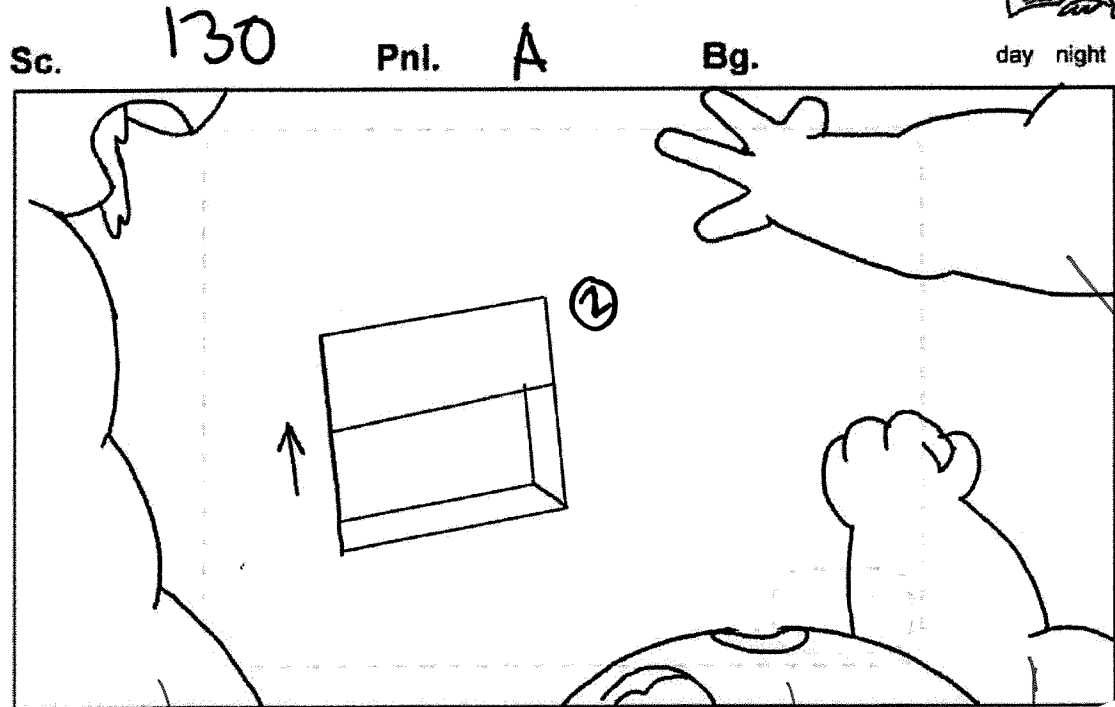
1014/151

Production :

ADVENTURE TIME



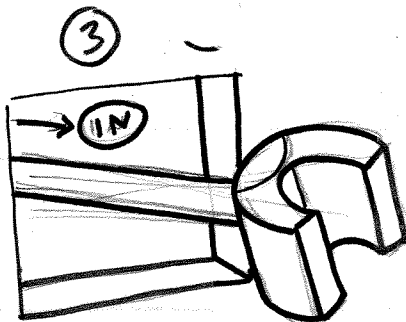
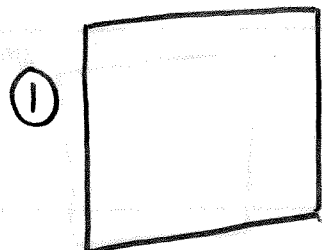
Page 168



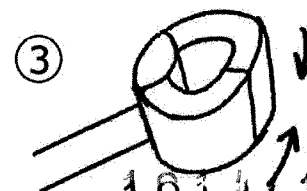
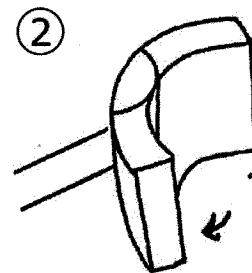
Dialog:

(6) (9) (4)

Action: LITTLE DOOR opens up.



ROBOTIC ARM comes out of ship,
THE GRABBER OPENS AND CLOSES.



JUN 27 2013

Production :

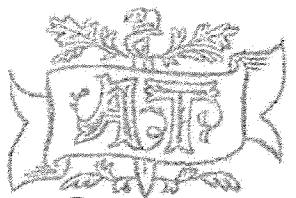
EPISODE # 1014-151

1014/151

1014/151

1014/151

ADVENTURE TIME



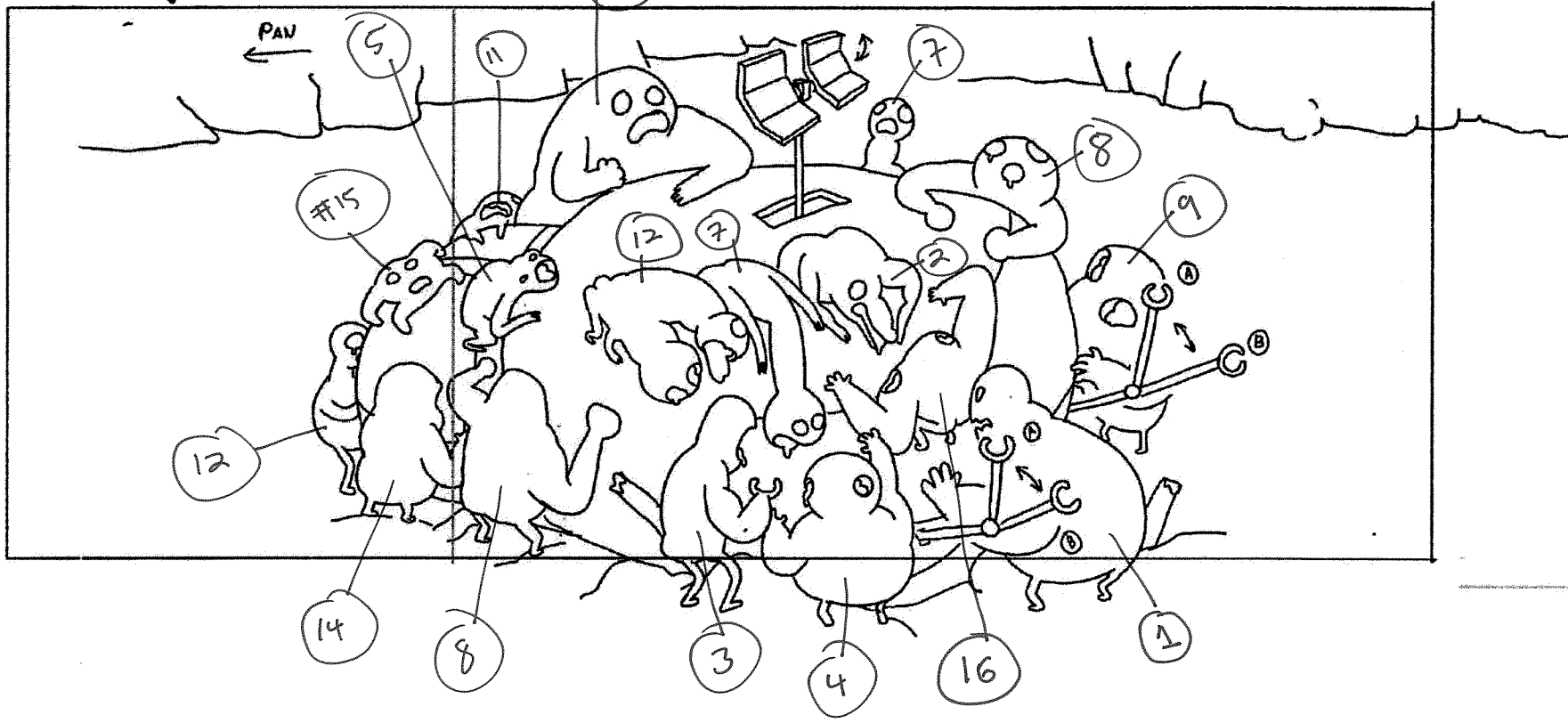
Page 169

File 131

Sc.

A

13



Dialog:

Action:

- ① LIGHTS TURN OFF AND ON.
- ② ROBOT GRABBERS MOVE BACK AND FORTH.
- ③ SOLAR PANELS ROTATE.

Timing:

JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

1014/151

1014/151

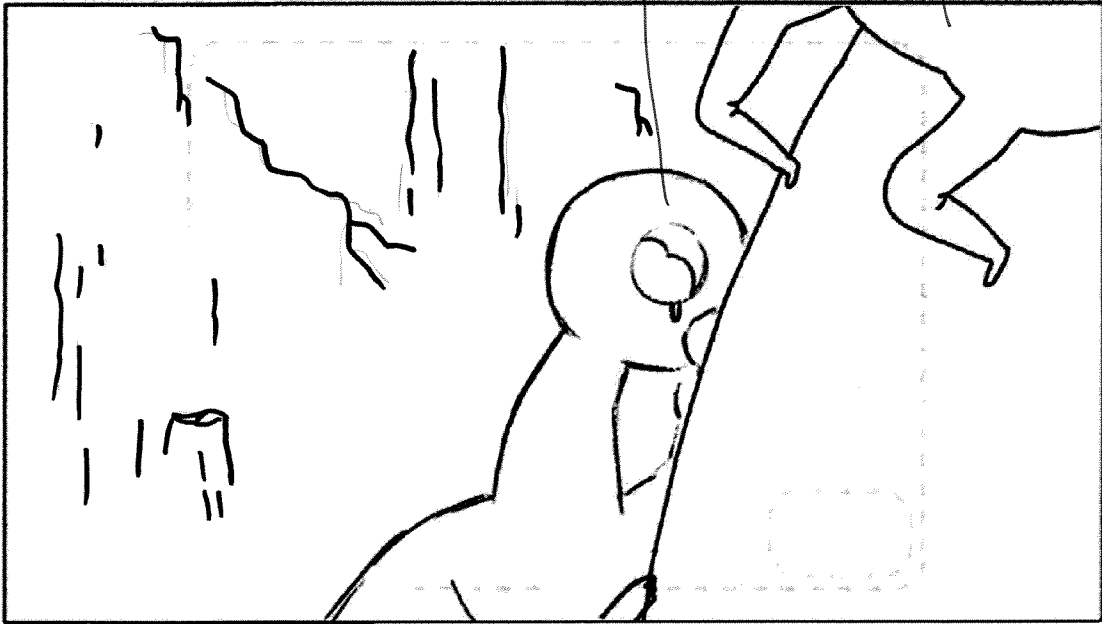
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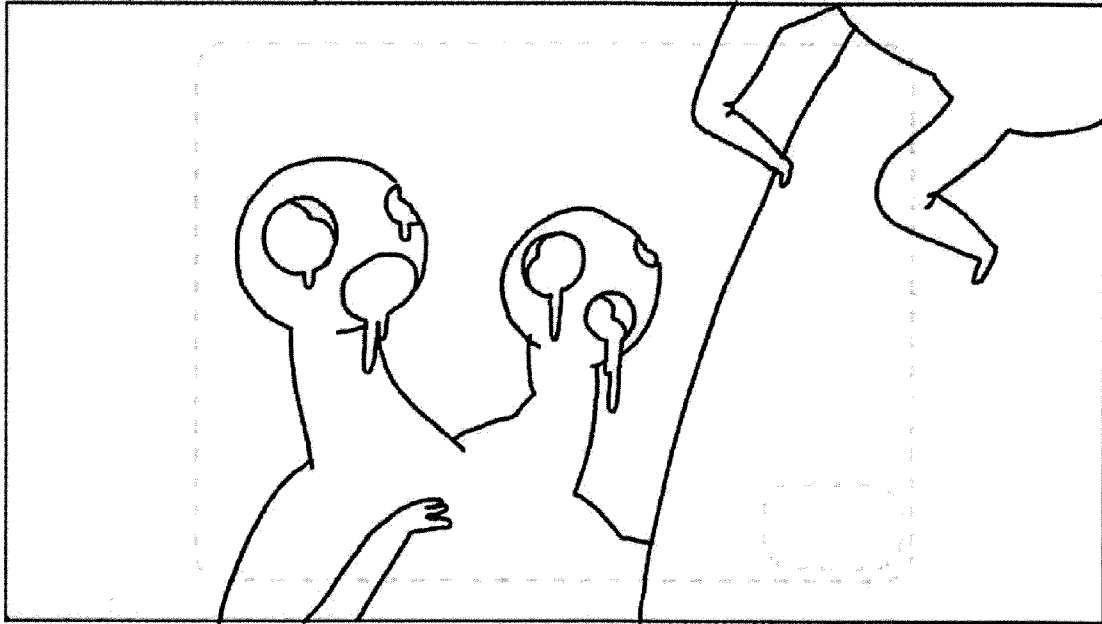
ADVENTURE TIME



Sc. 132 Pnl. A 12 Bg. 15 day night



Sc. 132 CONT Pnl. B Bg. day night



Dialog:	GOO MONSTERS : [ATTACK WALLA]	
Action:	CREATURE AT THE BACK of the ship looks towards the Front of the ship.	JUN 27 2011
Timing:		

1014-151

EPISODE #

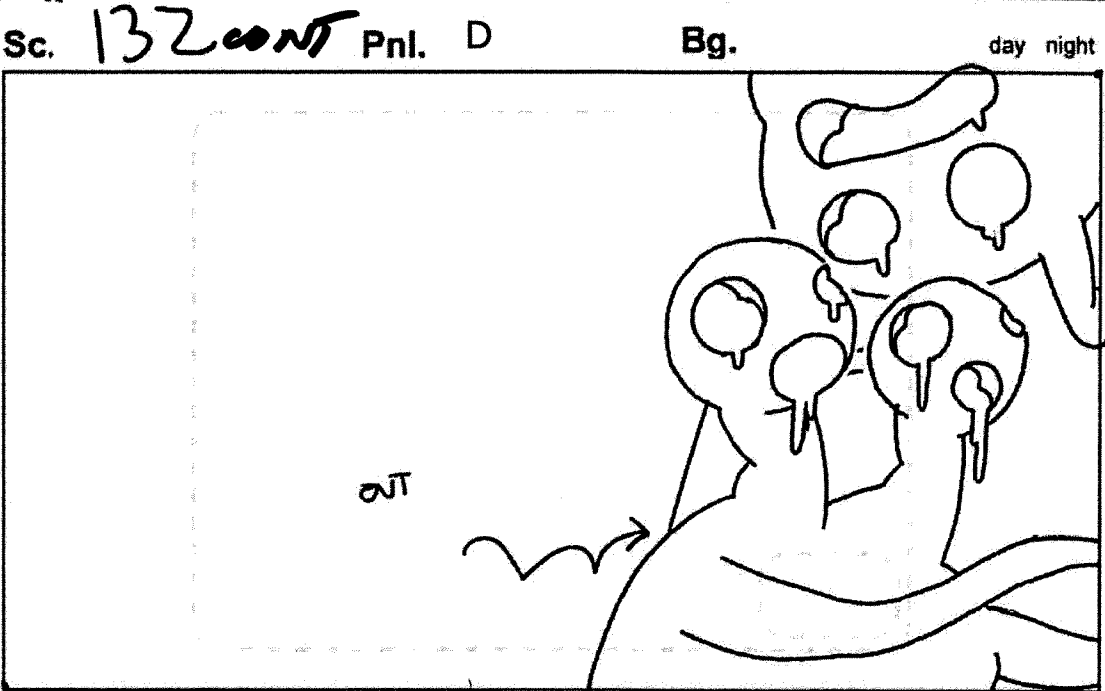
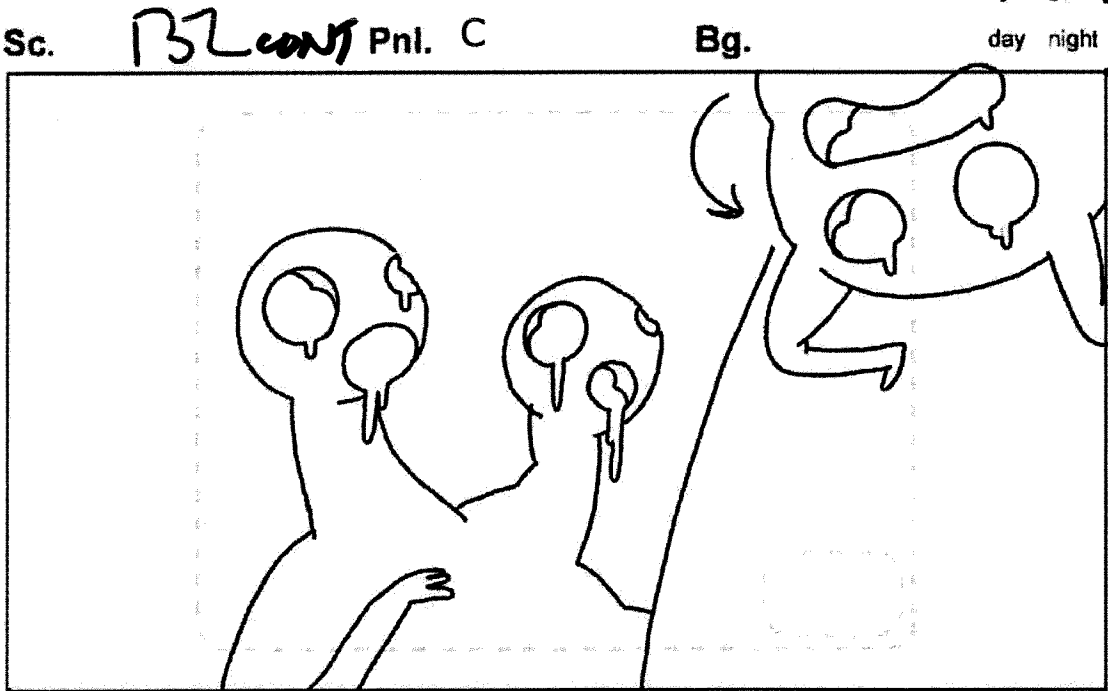
1014/151

Production :

ADVENTURE TIME



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Dialog:	
Action: OTHER CREATURE TURNS REVERLY KACT. 1st creature LEAVES FRAME.	
Timing:	
JUN 27 2013	

1014-151

EPISODE #

1014/151

Production :

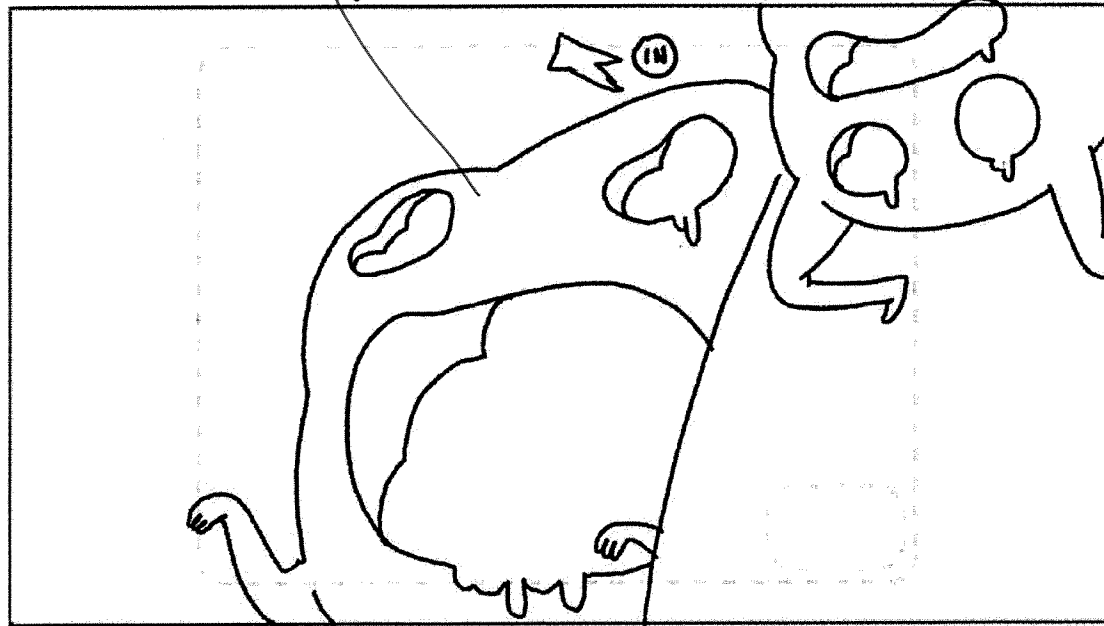
1014/151

ADVENTURE TIME

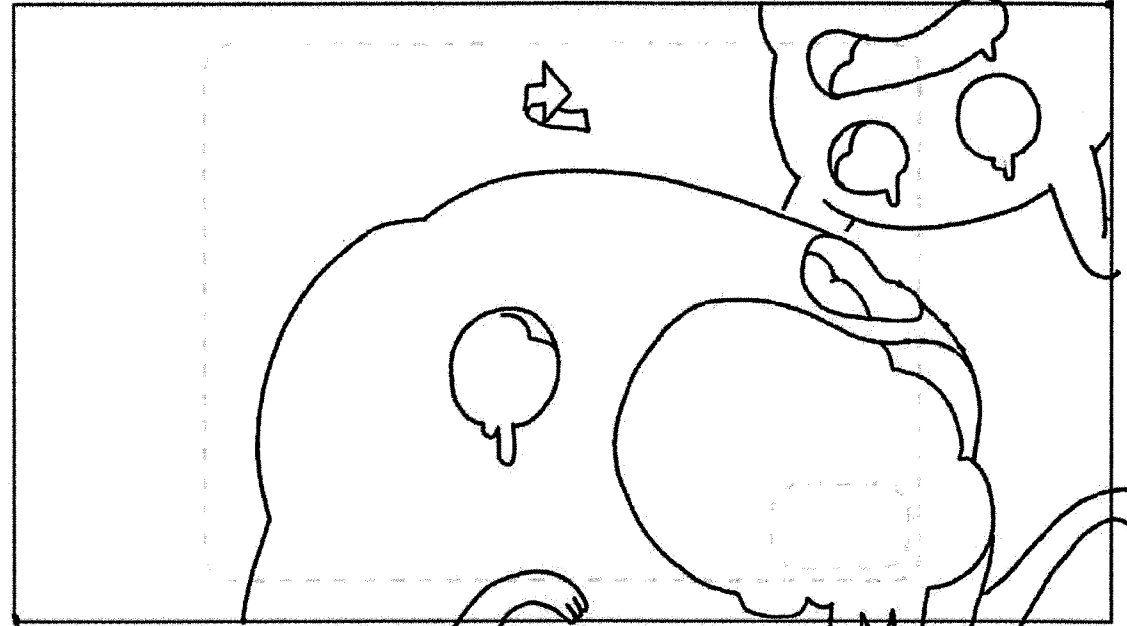


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Sc. 132 Pnl. E Bg. day night



Sc. 132 cont Pnl. F Bg. day night



Dialog:	
Action:	3rd creature walks around ship.
Timing:	JUN 27 2013

1014-151

EPISODE #

Production :

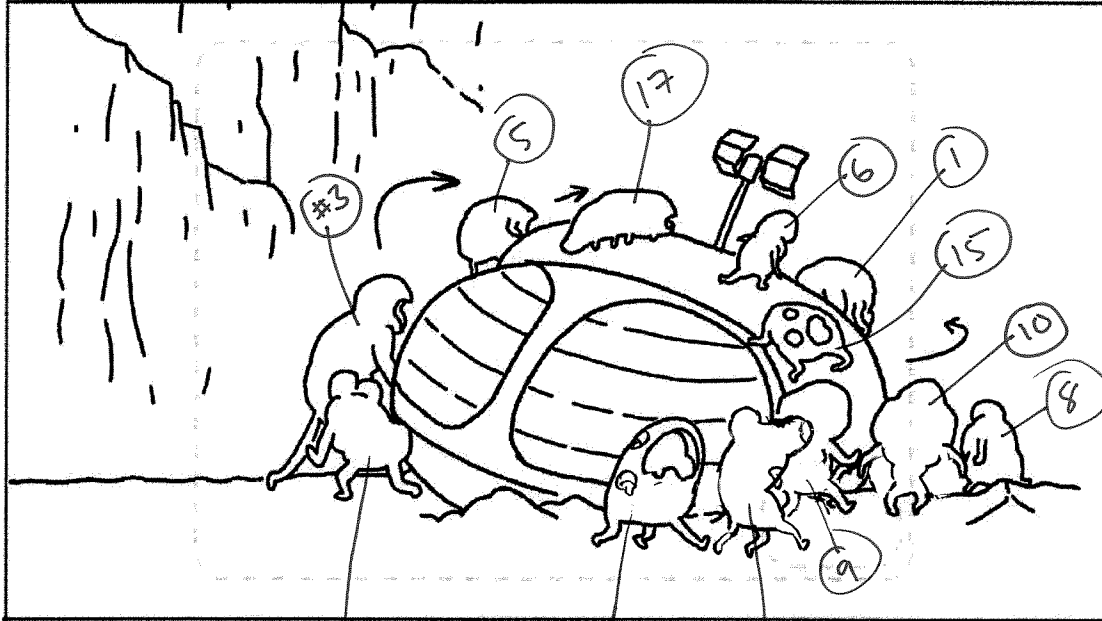
1014/151 1

ADVENTURE TIME

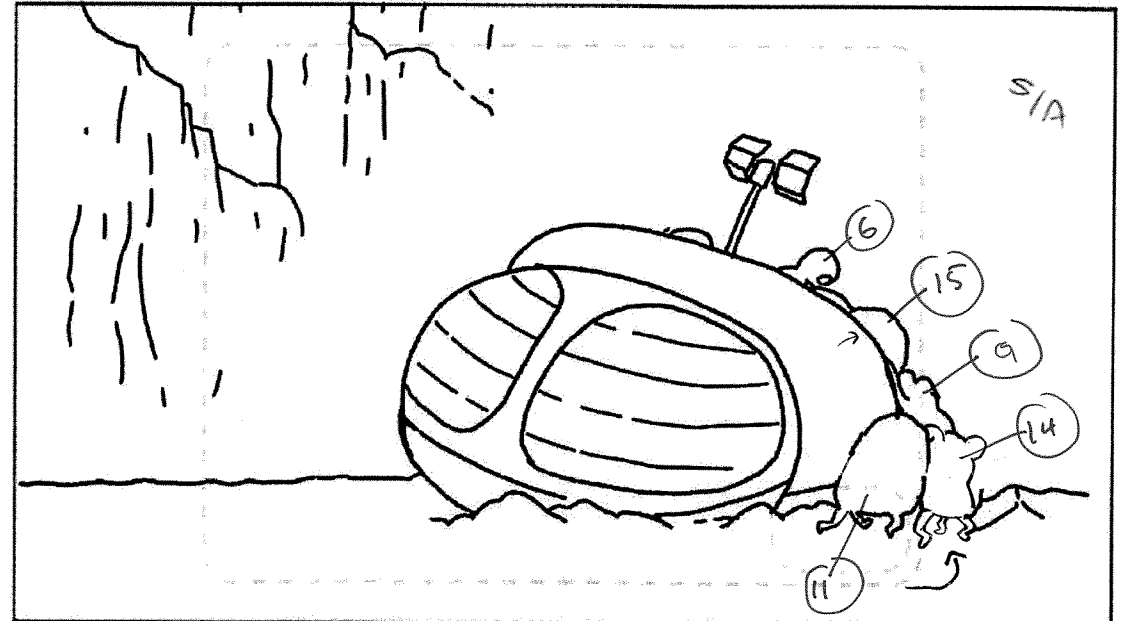


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Sc. 133 Pnl. A Bg. day night



Sc. 133 cont Pnl. B Bg. day night



Dialog:

Action:

-GOO MONSTERS WALK TOWARDS THE FRONT OF SHIP

Timing:

JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

1014/151

ADVENTURE TIME

Page 174Sc. 133 *CONT*

Pnl. C

Bg.

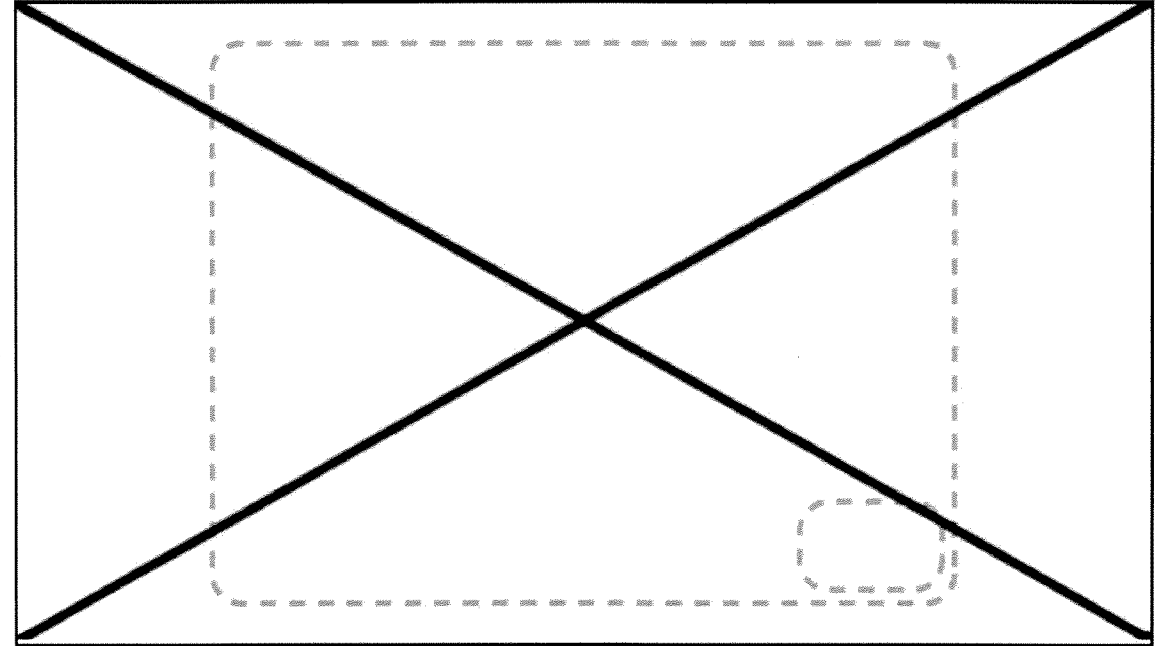
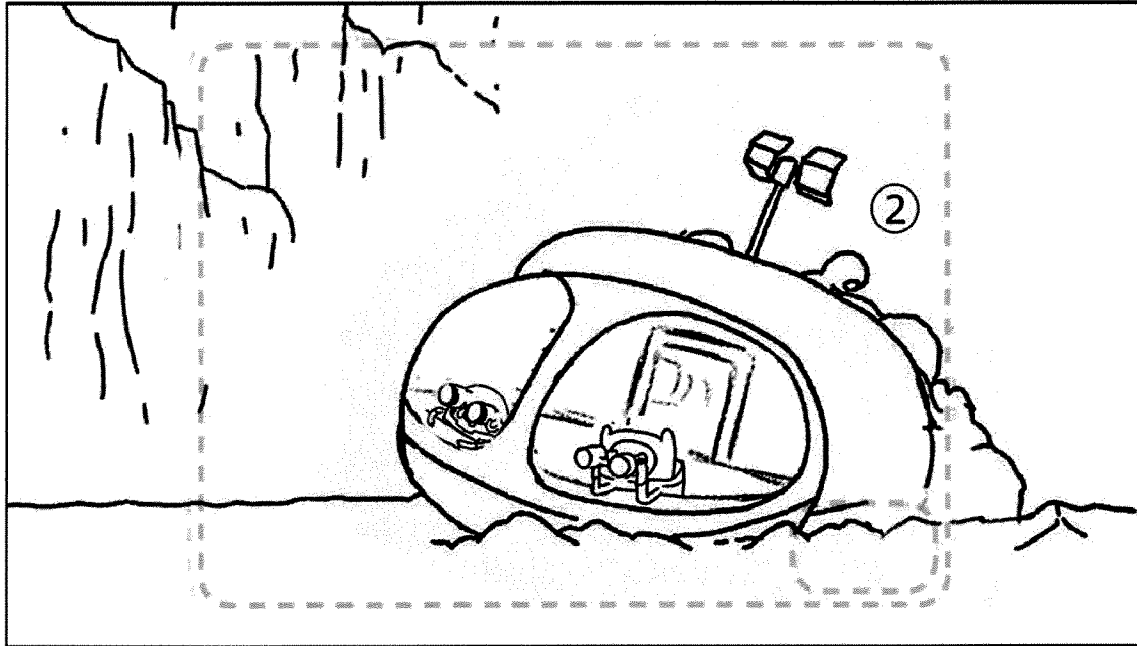
day night

Sc.

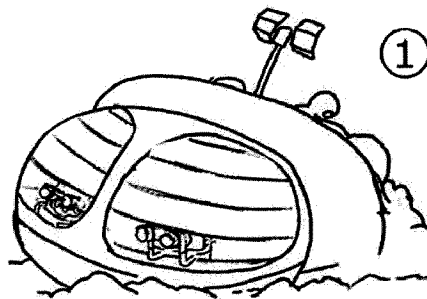
Pnl.

Bg.

day night



Dialog:



back shields raise up on back windows

Action:

JUN 27 2012

Timing:

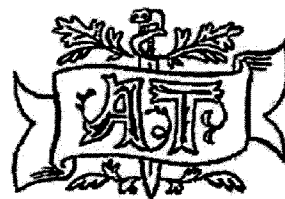
EPISODE # 1014-151

1014/151

Production :

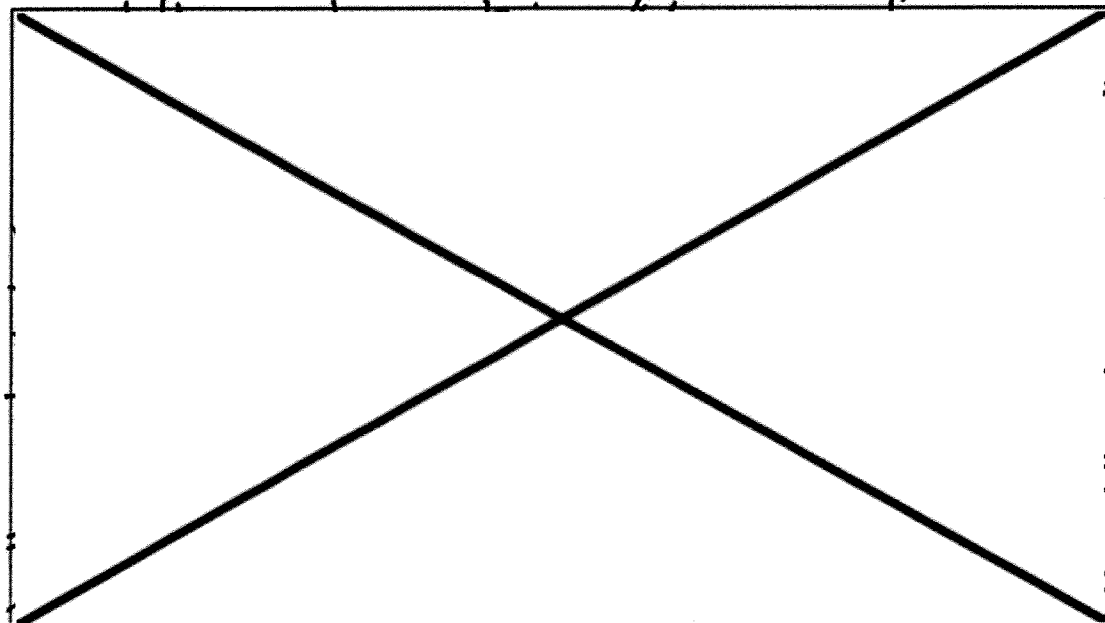
1014/151

ADVENTURE TIME

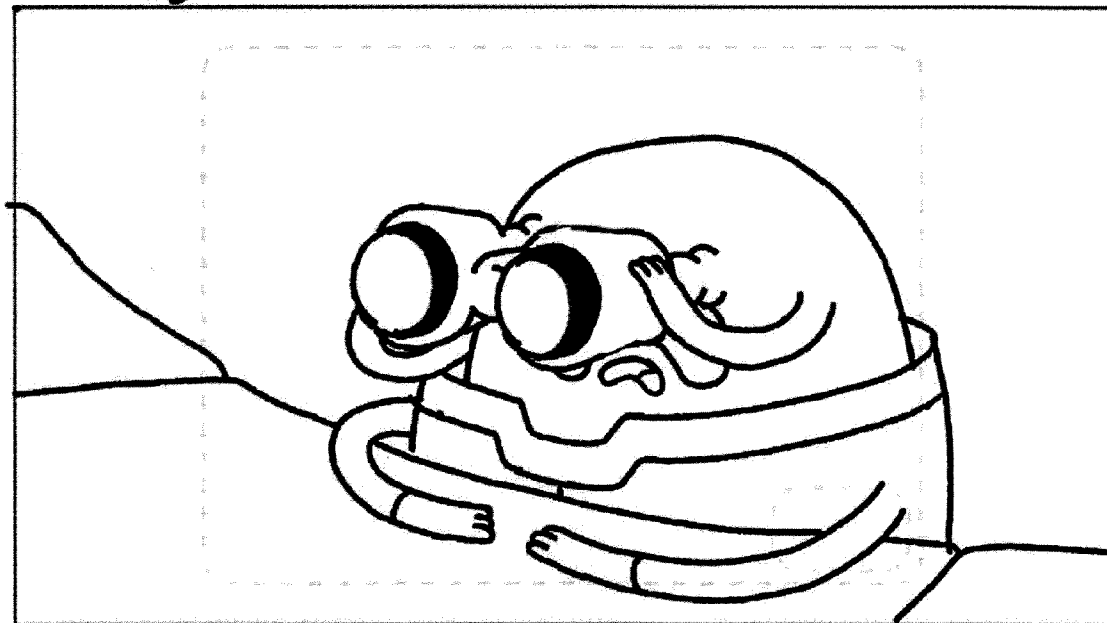


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Sc. Pnl. Bg. day night



Sc. 136 Pnl. A Bg. day night



Dialog:
<u>J/ YOU SEE ANYTHING BRUDDAH?</u>
Action:
JUN 27 2013
Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

ADVENTURE TIME



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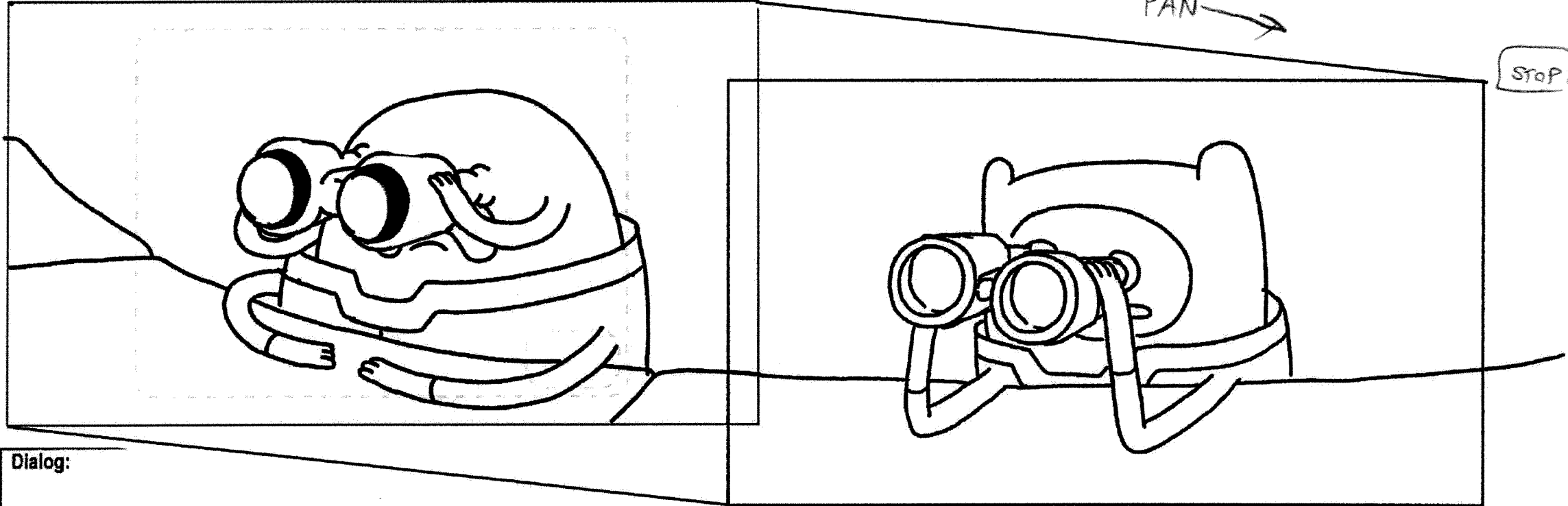
Sc. 136 cont Pnl. B Bg.

day night

START

PAN →

STOP



Dialog:

E/ I GOT BUNKUS.

Action:

- PAN RIGHT TO FINN

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

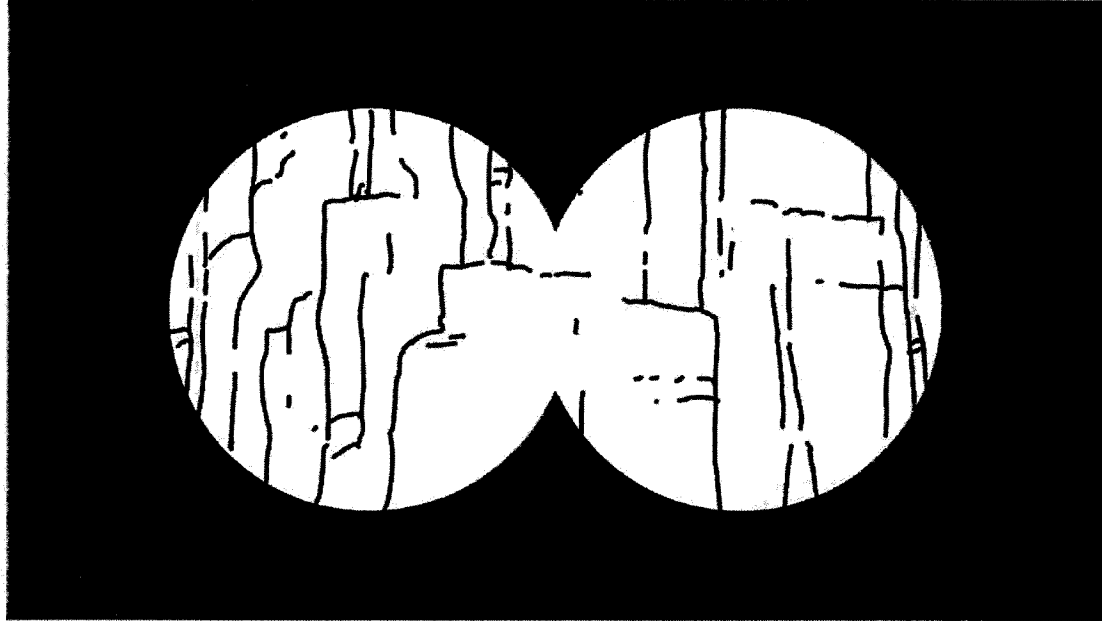
1014/151

ADVENTURE TIME

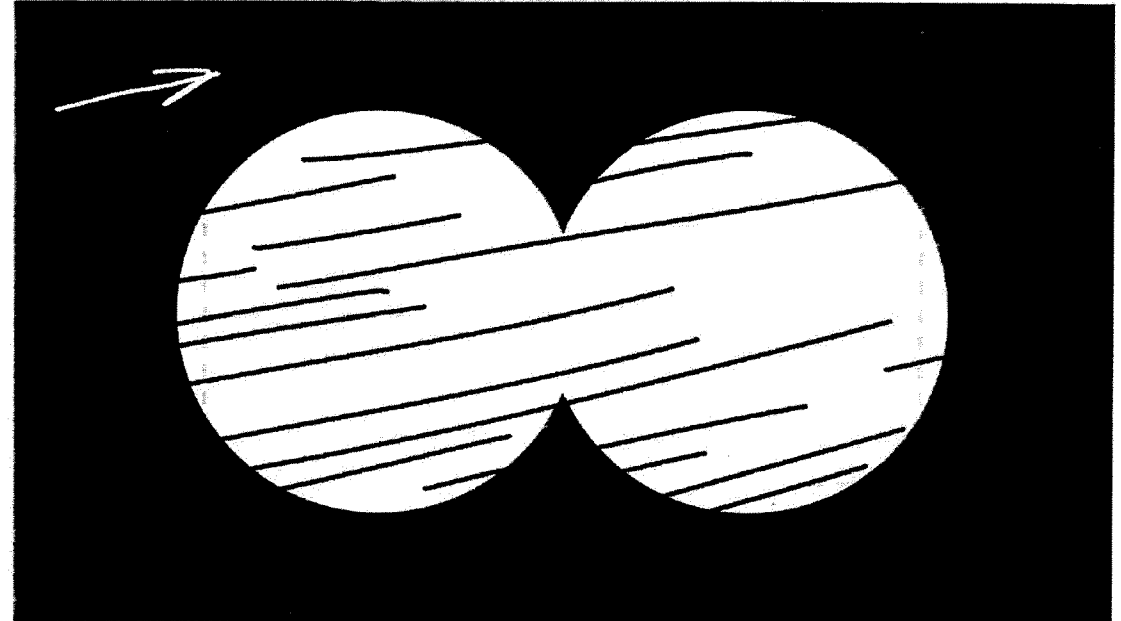


Page 17
day night

Sc. 137 Pnl. A Bg. day night



Sc. 137 cont. Pnl. B Bg. day night



Dialog:	
Action:	VIEW of SHEER CLIFF FACE THROUGH BINOCs. Zip PAN Through BINOCs. JUN 27 2013
Timing:	

1014-151

EPISODE #

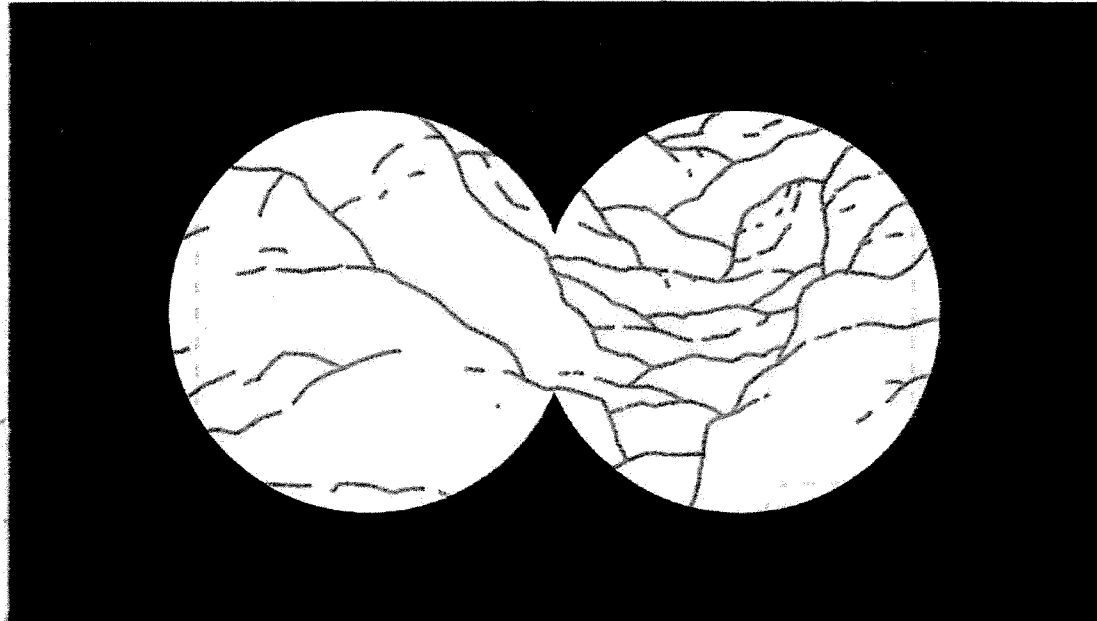
1014/151

Production :

1014/151

ADVENTURE TIME

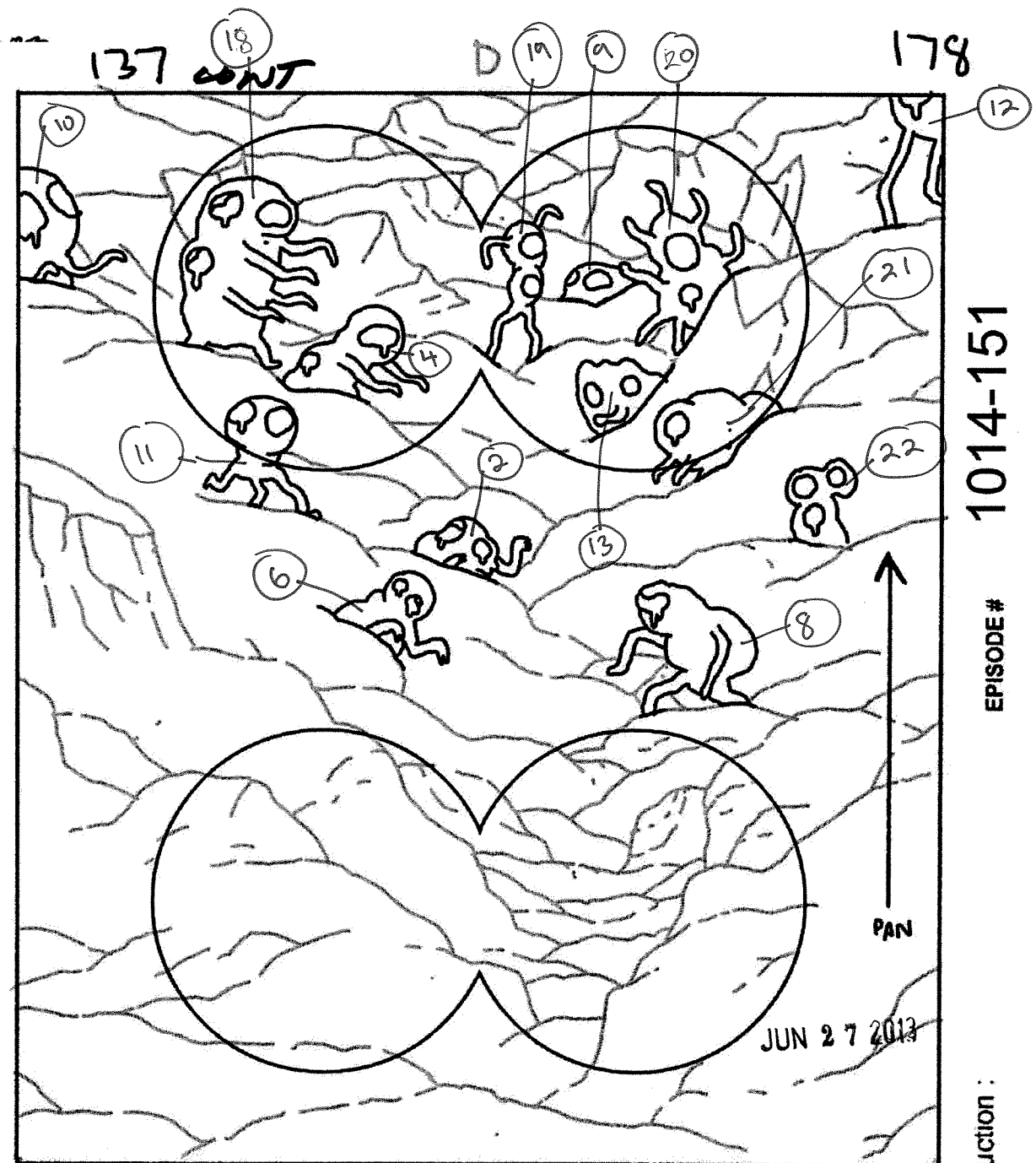
Sc. 137 *CONT* Pnl. C Bg. day night



Dialog:
F/ WAIT, IF WE JAM UP TO THAT
CLIFF FACE I THINK WE CAN CLIMB WHOOP,
MORE GOO BROS.

Action:

Timing:



Pan up to Reveal creatures up at the TOP of the path.

1014-151

EPISODE #

1014/151

Production :

1014/151

137 ~~CONF~~ E

Page 179

Bg. day night

SFX / HIGH WHISTLING NOISE.

we hear a whistling noise all the creatures look up.

(F) (C/S) WH-WHAT THE!

goal

18

① FLARE COMES INTO FRAME

③ FLARE Goes off.

~~JUN 27 2013~~

EPISODE # 1014-151

1014/1511

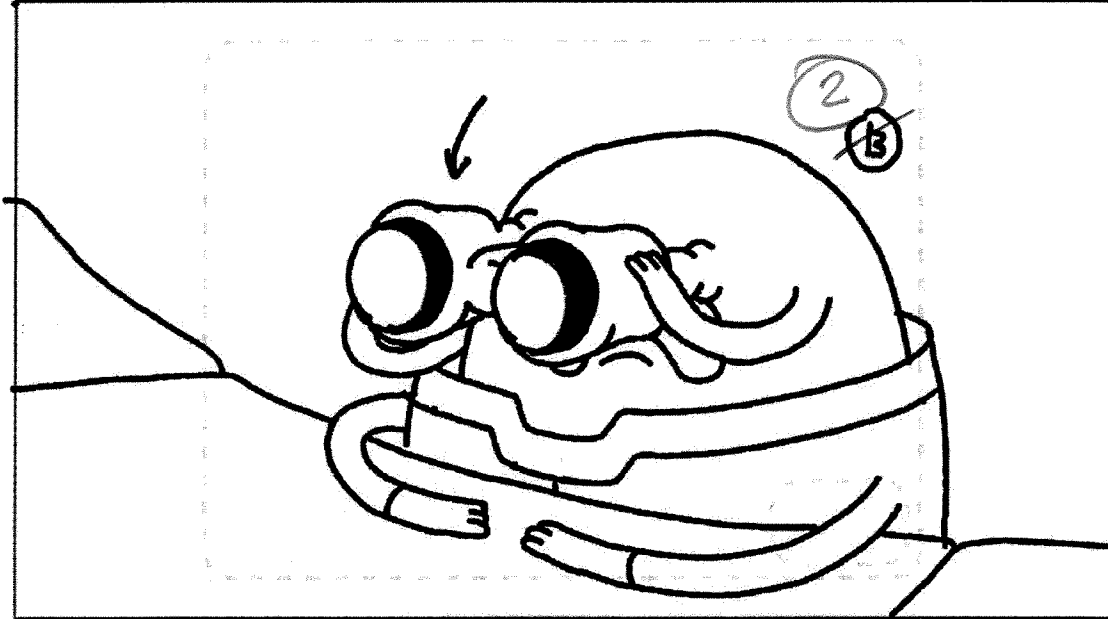
Production :

1014/151

ADVENTURE TIME



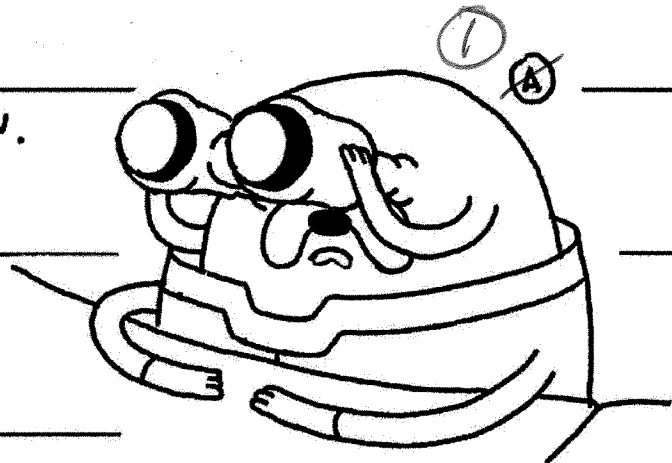
Sc. 137A Pnl. A Bg. day night



Dialog:

Action: JAKE LOOKS DOWN.

Timing:



137 B

A

180



1014-151

EPISODE #

1014/151

Production :

1014/151

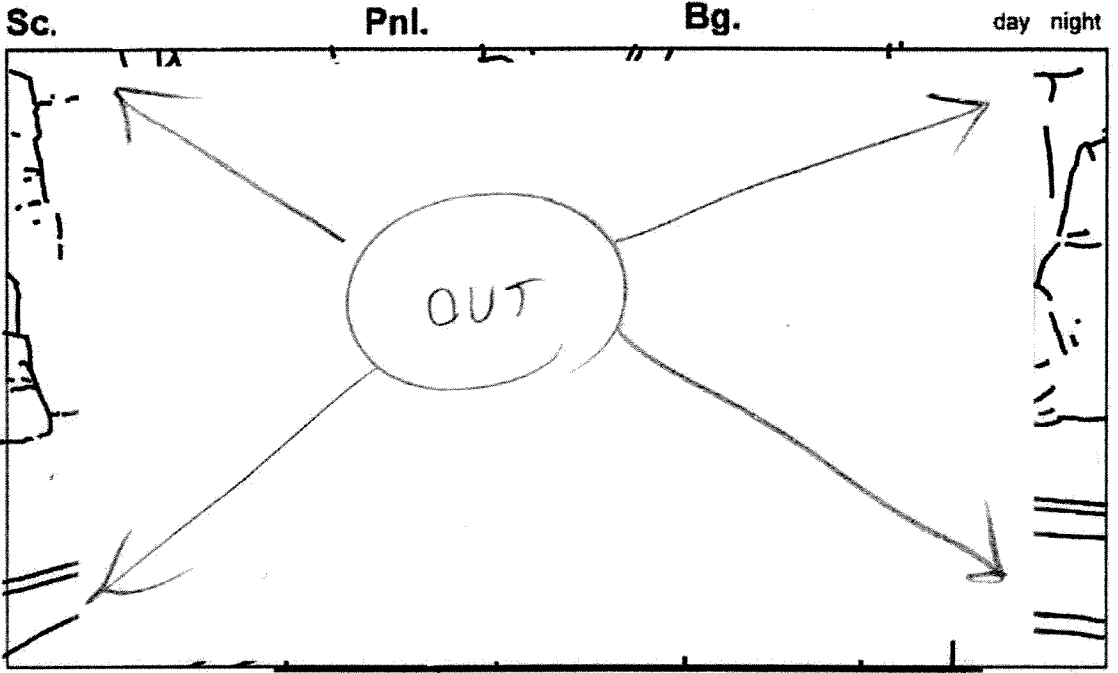
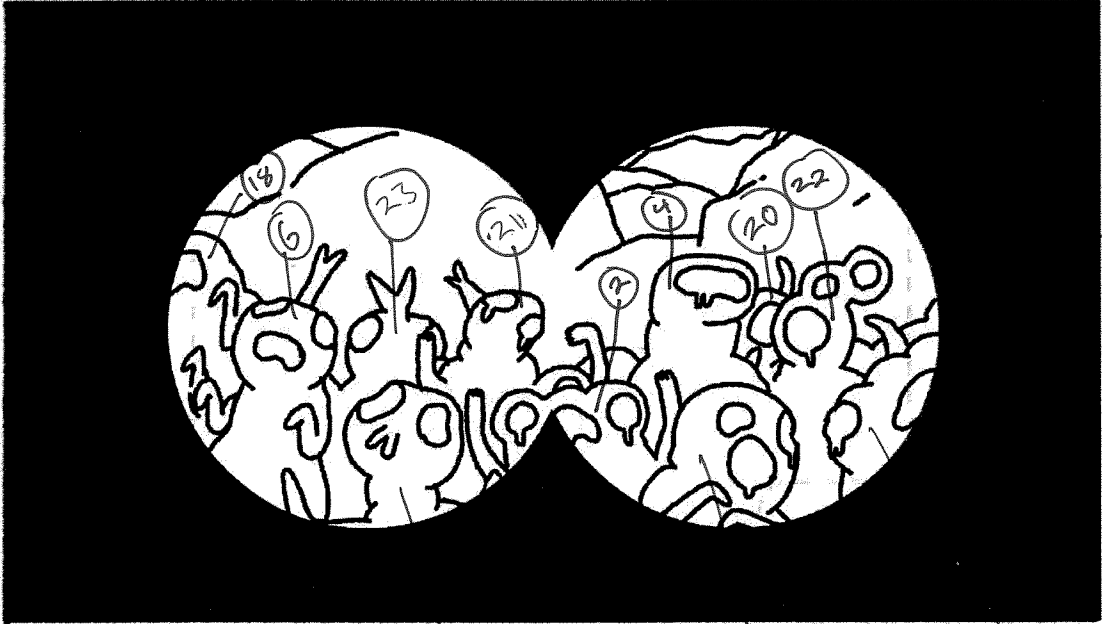
ADVENTURE TIME



NO SC
138

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Sc. 137 B CONT Pnl. B Bg. day night



Dialog: 19 20 21 22 23

GOO MONSTERS: [CHARGING WALLA]

Action: CREATURES RUN TOWARDS CAMERA.

Timing:

EPISODE # 1014-151

Production :

JUN 27 2013

1014/151 1

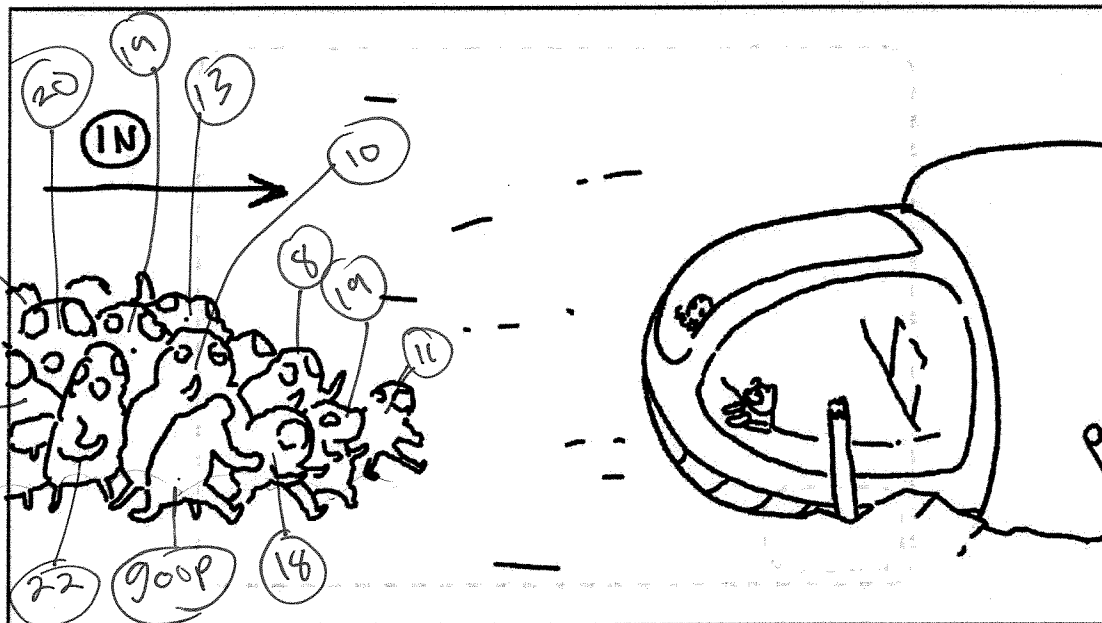
1014/151

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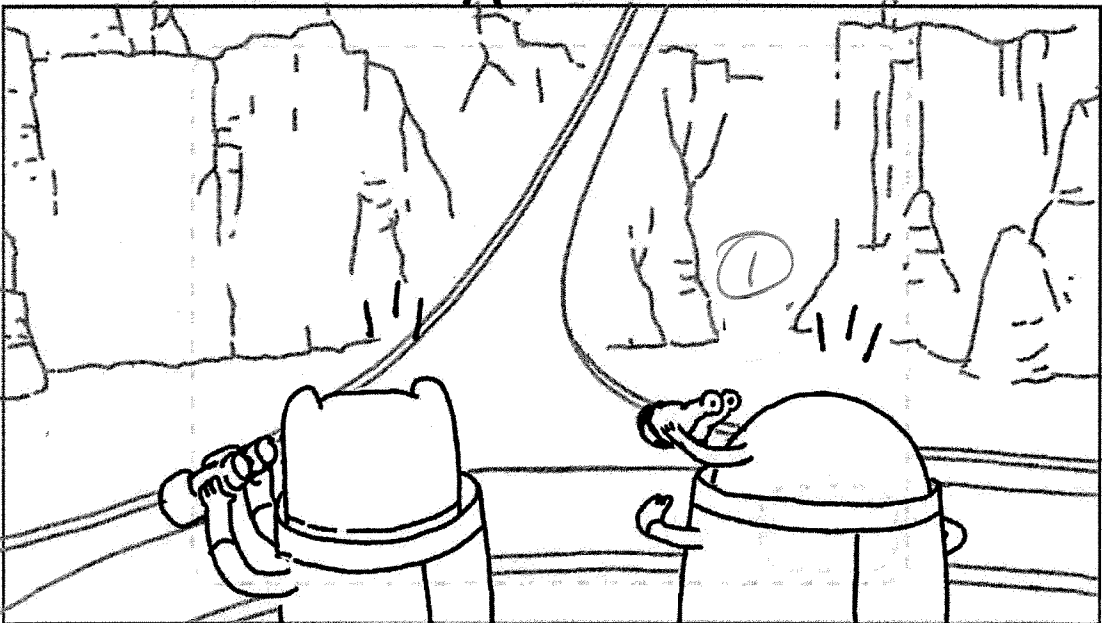
ADVENTURE TIME



Sc. 139 Pnl. A Bg. day night



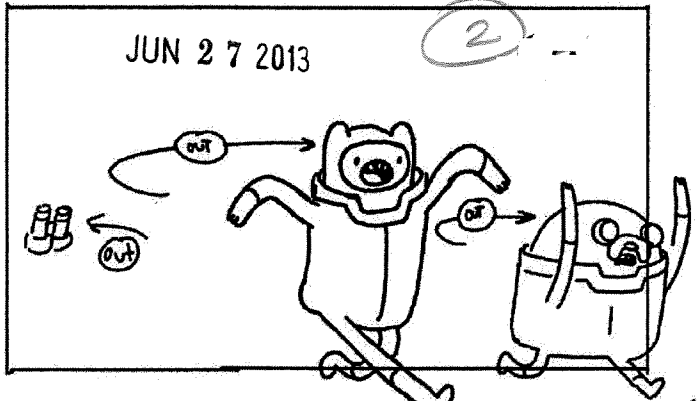
Sc. 140 Pnl. A Bg. day night



Dialog:

Action:

Timing:



(AT) FNT/ YAAAAAH!

EPISODE # 1014-151

1014/151

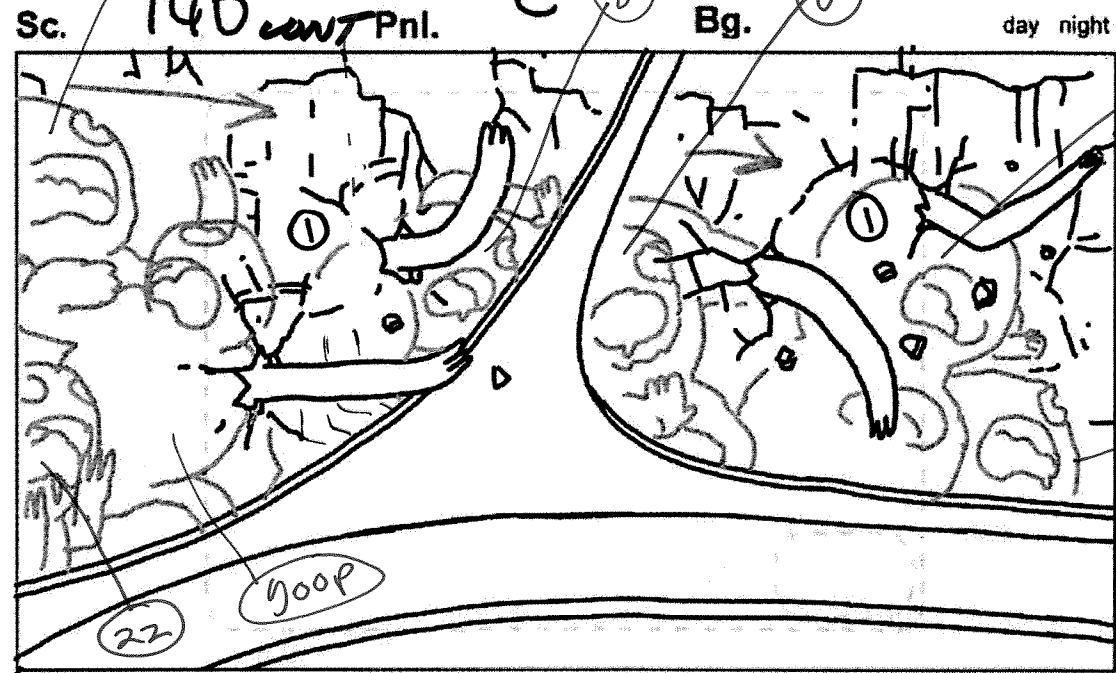
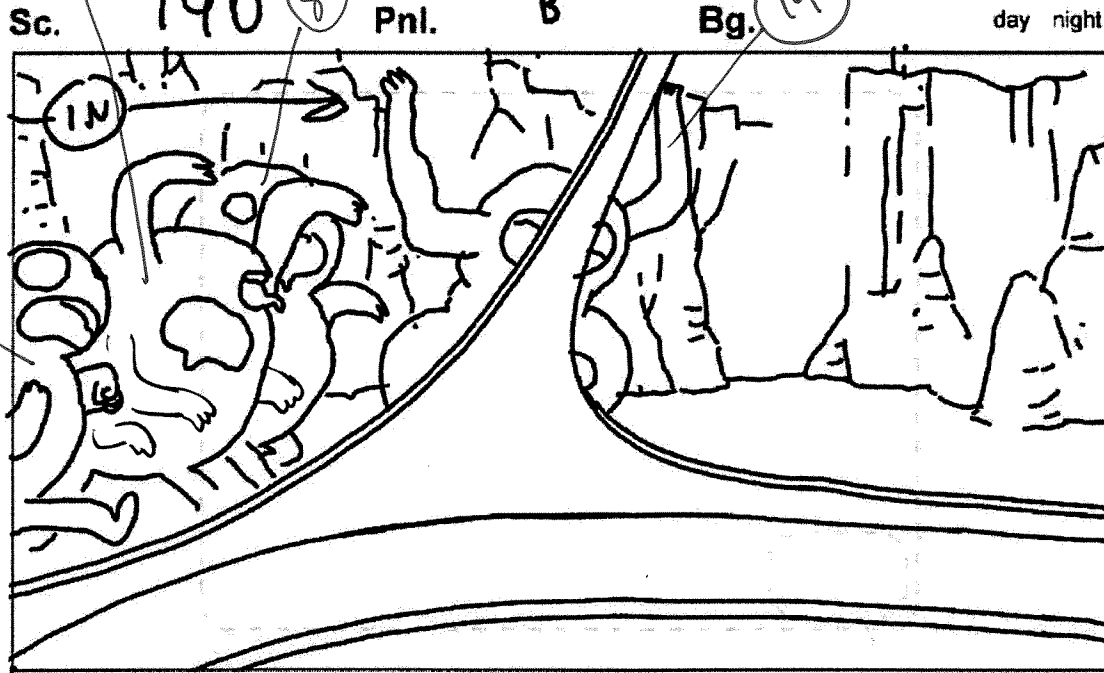
1014/151

1014/151
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ADVENTURE TIME



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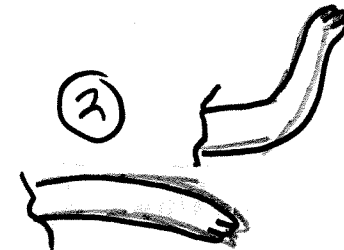
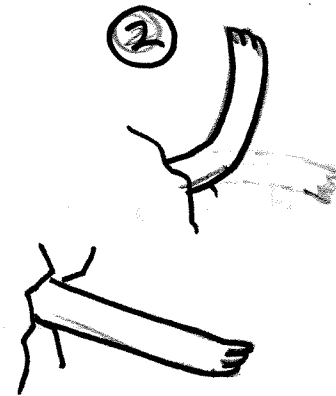


Dialog:

GOO MONSTERS: (ATTACKING/RUNNING)

Action: creatures run in

Timing:



JUN 27 2013

And start to break thru window

Production :

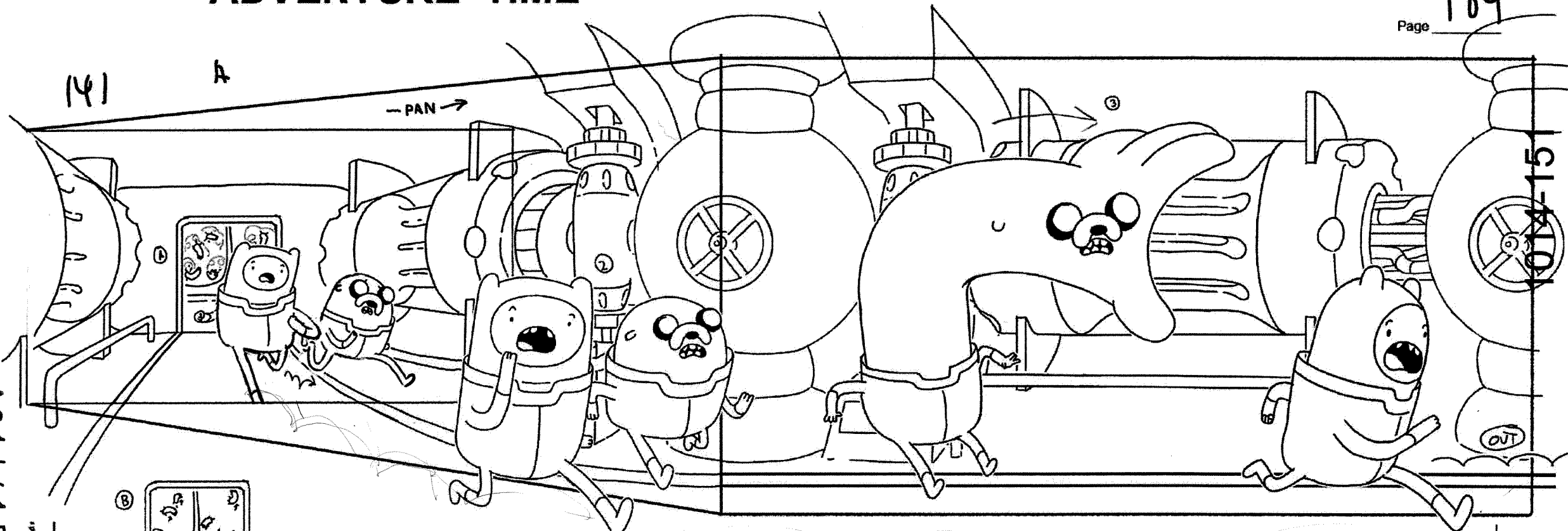
EPISODE # 1014-151

1014/151

1014/151

ADVENTURE TIME

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ARMS WRIGGLE AROUND.

F + J: [PANICKED RUNNING]

Action:

- JAKE STRETCHES HIS HEAD INTO A HAND

- JAKE GRABS one of the ENGINES.

- Finn Runs out of FRAME.

JUN 27 2013

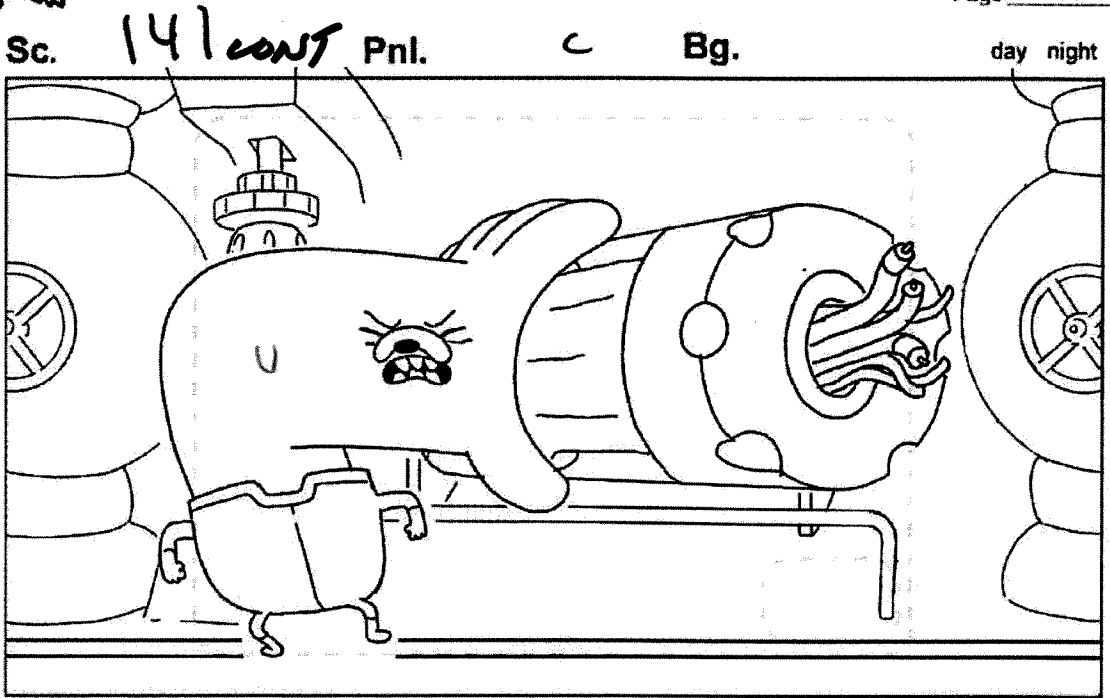
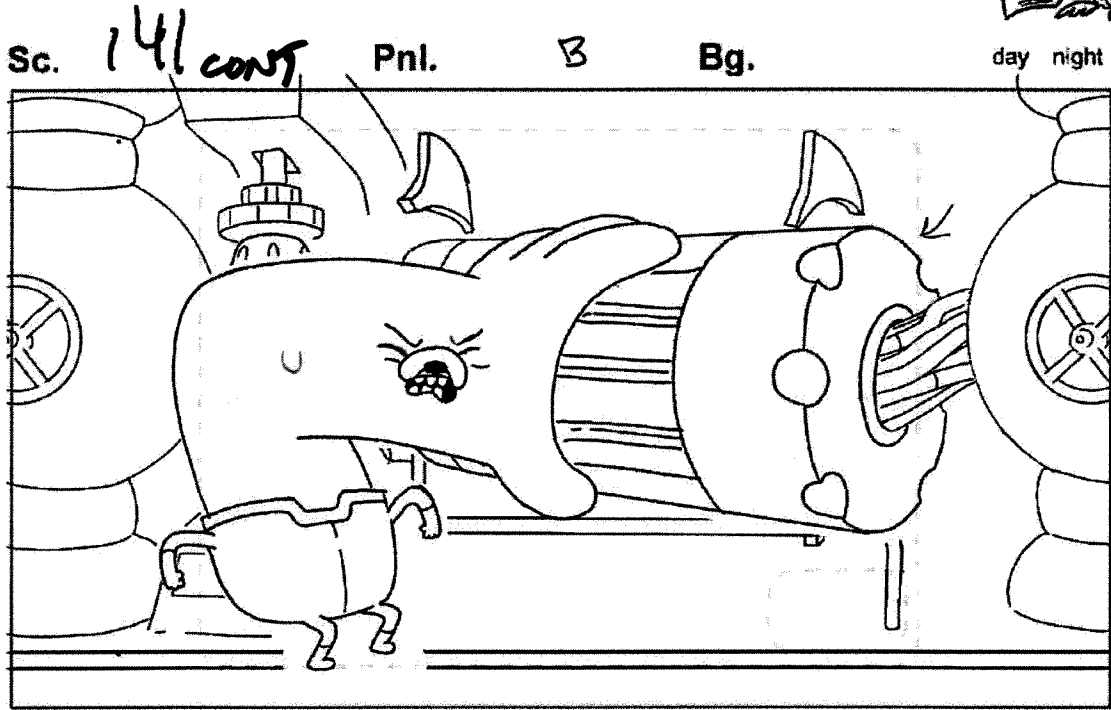
Timing:

Production :

1014/151

1014/151

ADVENTURE TIME



Dialog:	J: [STRAINING]	J: [GRUNT]
Action:	JAKE RIPS Engine out of Fle wall.	
Timing:	JUN 27 2013	

1014-151

EPISODE #

1014/151

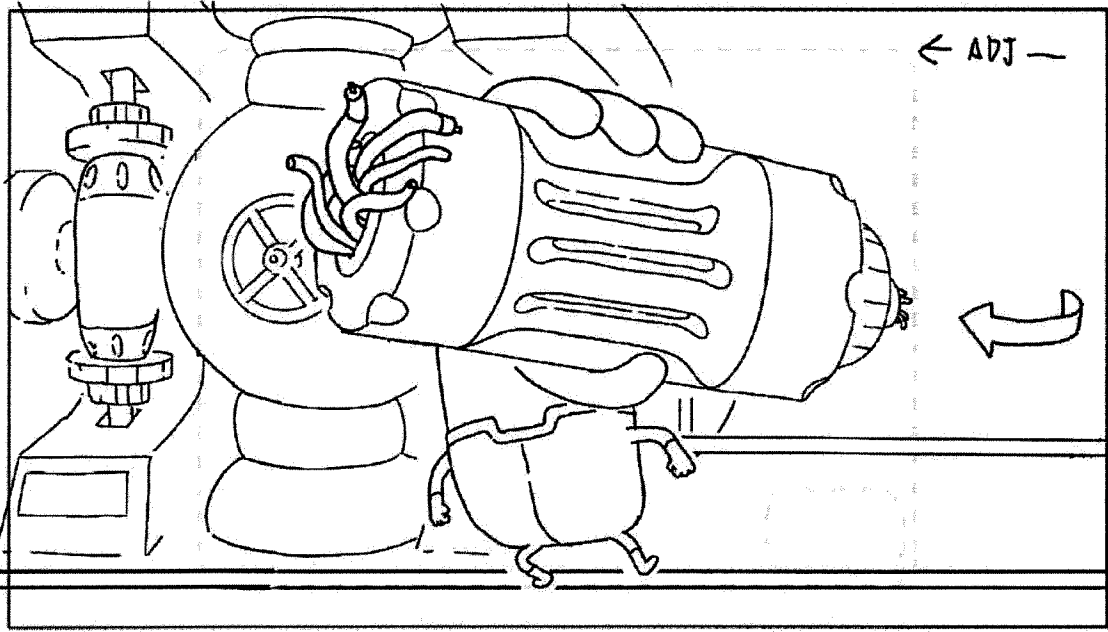
Production :

ADVENTURE TIME

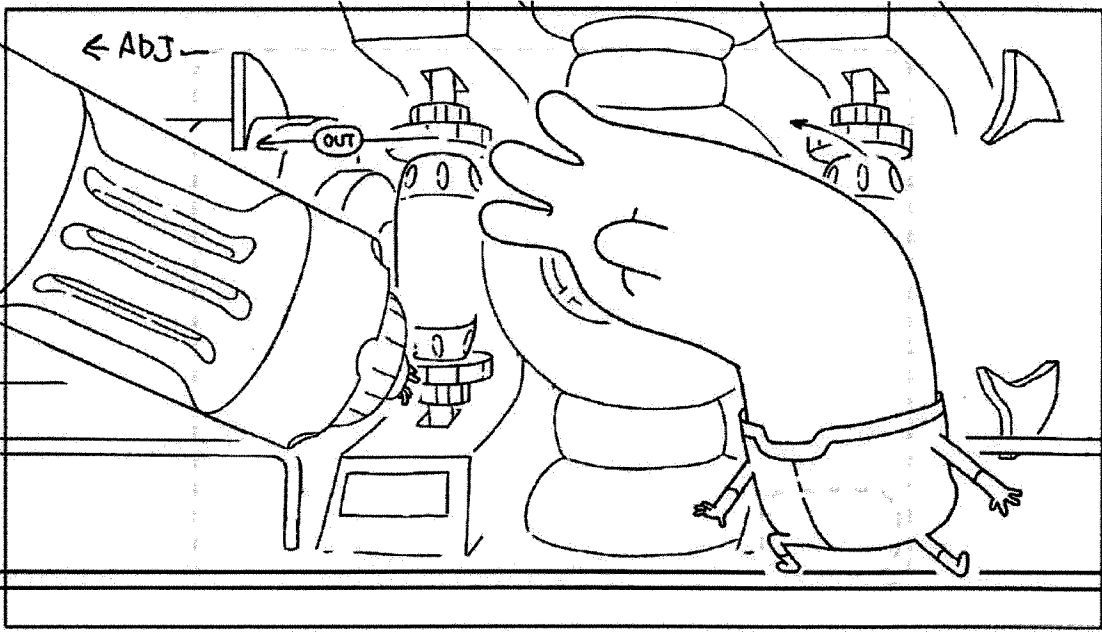


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Sc. 141 CONT Pnl. D Bg. day night



Sc. 141 CONT Pnl. E Bg. day night



Dialog:	
J: YAH!	
Action:	- JAKE TOSSES ENGINE OFFS
CAMERA PANS BACK WITH JAKE'S MOVEMENT. PAN IS NO LONGER BANANA PAN.	
Timing:	JUN 27 2011

1014-151
EPISODE #
Production :

1014/151

1014/151

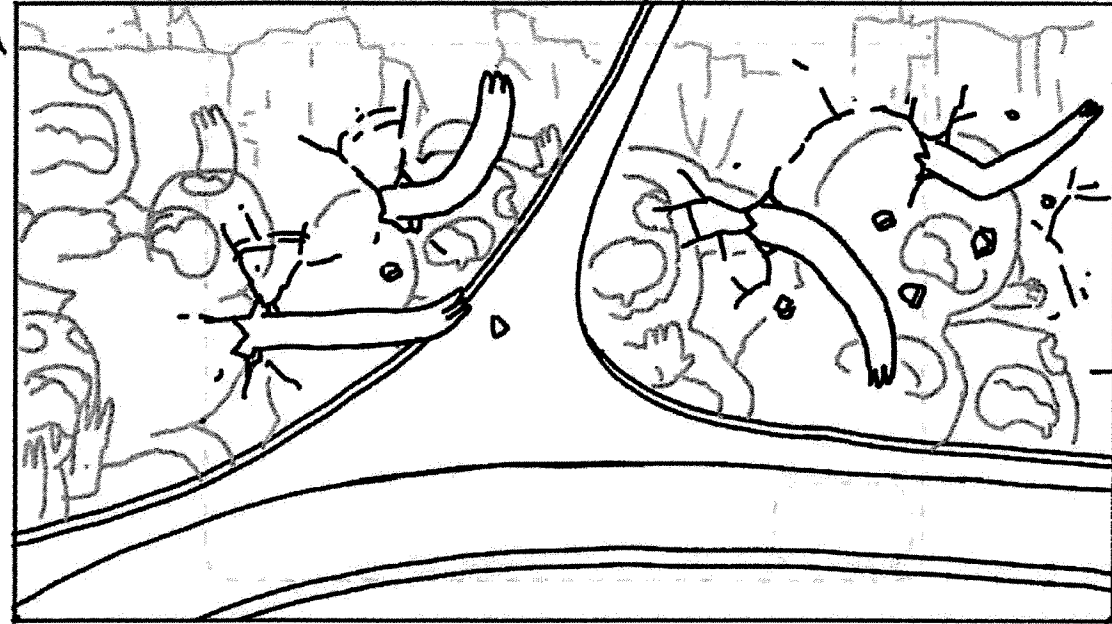
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ADVENTURE TIME

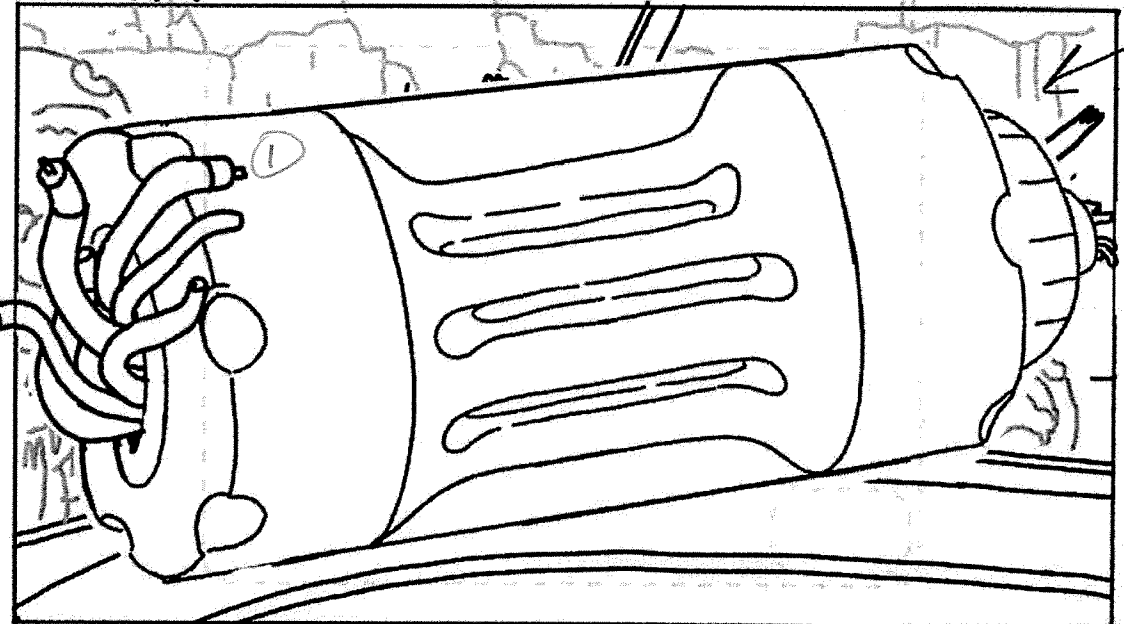


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Sc. 142 Pnl. A Bg. day night



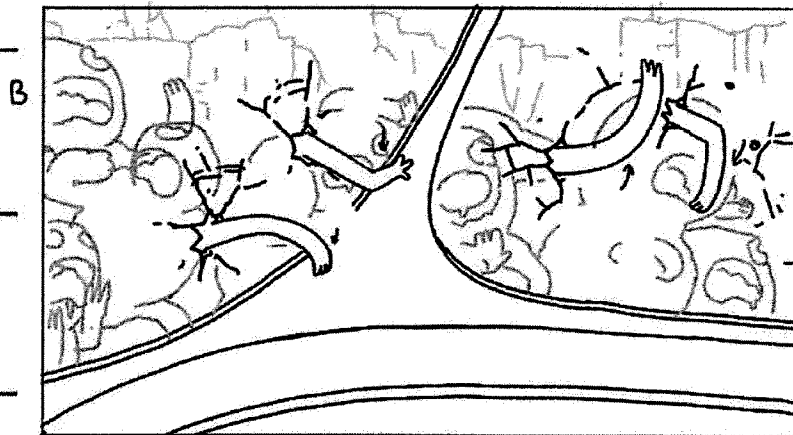
Sc. 142 cont Pnl. B Bg. day night



Dialog: *over size layout for post cam. shake.

Action:

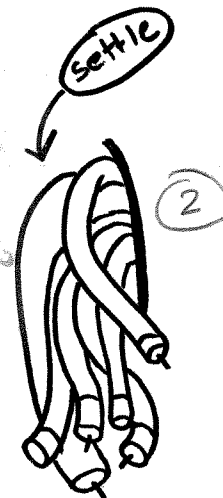
Timing:



- Engine blocks window.

JUN 27 2015

EU



EPISODE # 1014-151

Production :

1014/151

1014/151

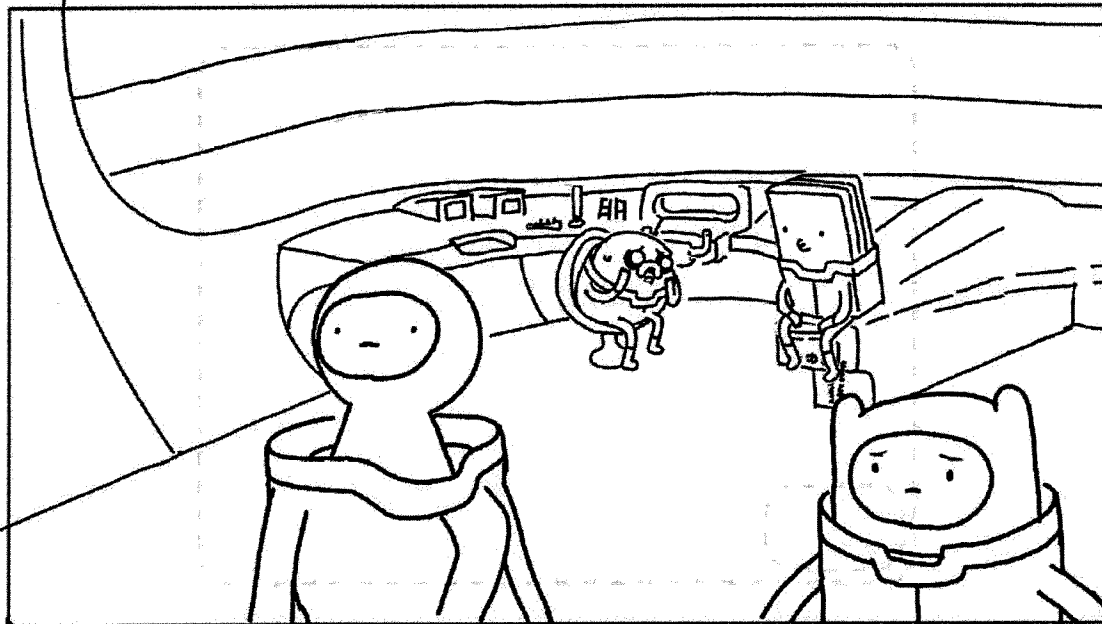
1014/151

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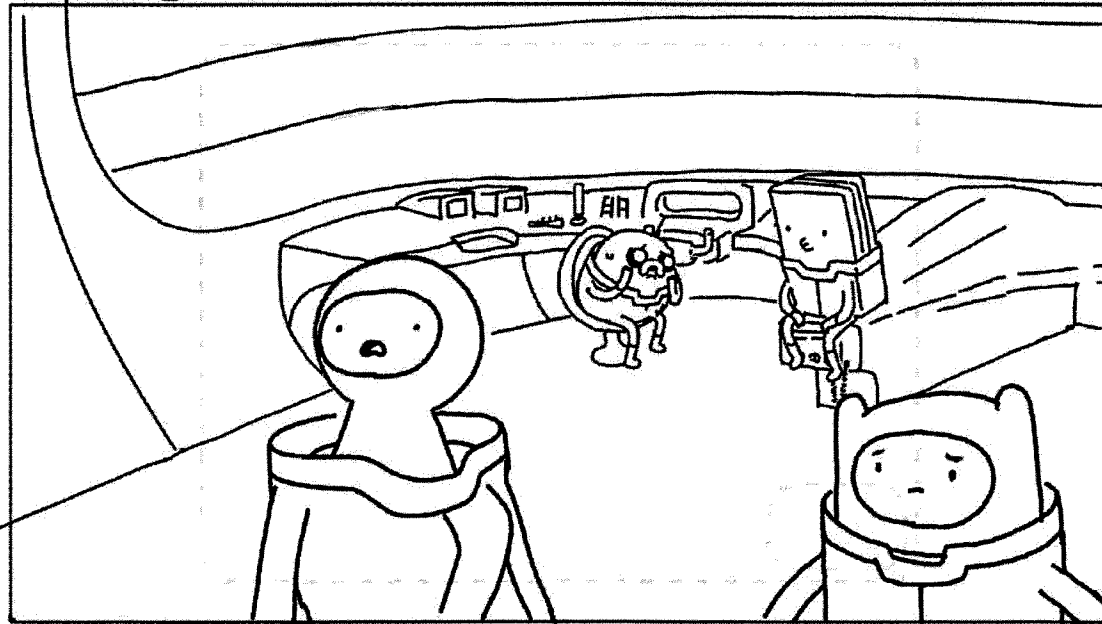
ADVENTURE TIME



Sc. 143 Pnl. A Bg. day night



Sc. 143 *CONT* Pnl. B Bg. day night



Dialog:	<u>J</u> : [SCARED MUTTERING]	<u>PB</u> / THAT WON'T HOLD THEM FOR LONG.
Action:	- JAKE ROCKS BACK AND FORTH IN CHAIR,	
Timing:	JUN 27 2013	

1014-151

EPISODE #

1014/151

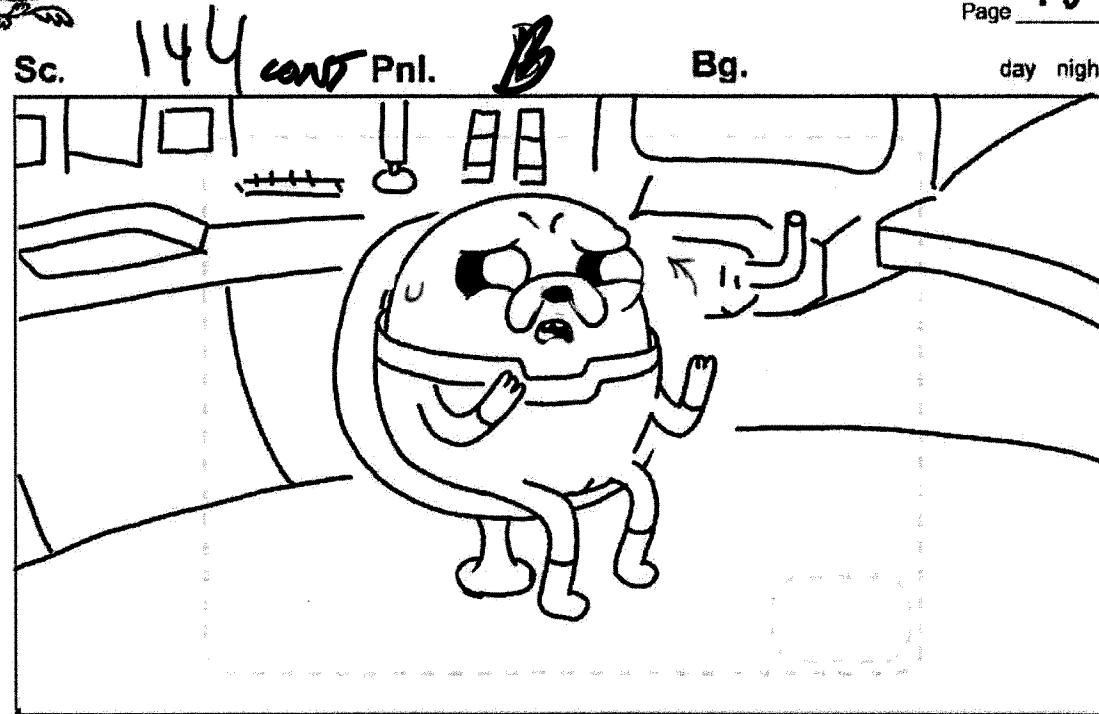
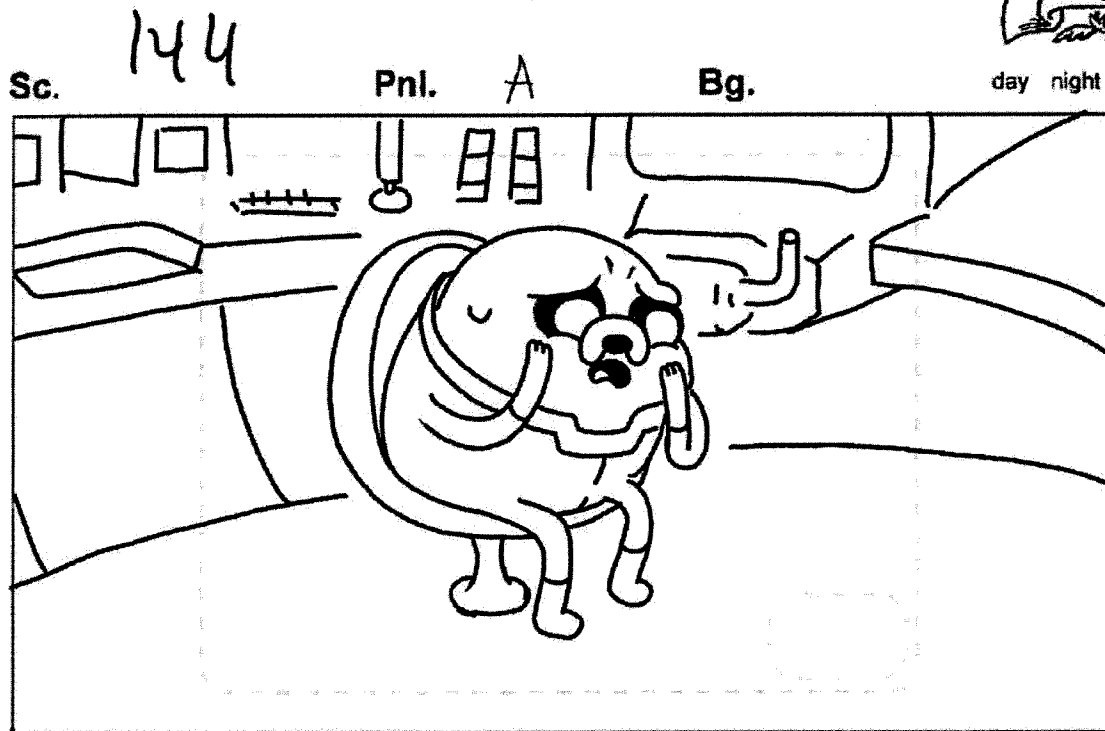
Production :

1014/151



ADVENTURE TIME

Page 189



Dialog:
J/ IT CAN'T END LIKE THIS, I GOT A LADY
AND FIVE KIDS.

J/ I THOUGHT I'D OUTLIVE AT
LEAST ONE OF THEM.

Action:

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

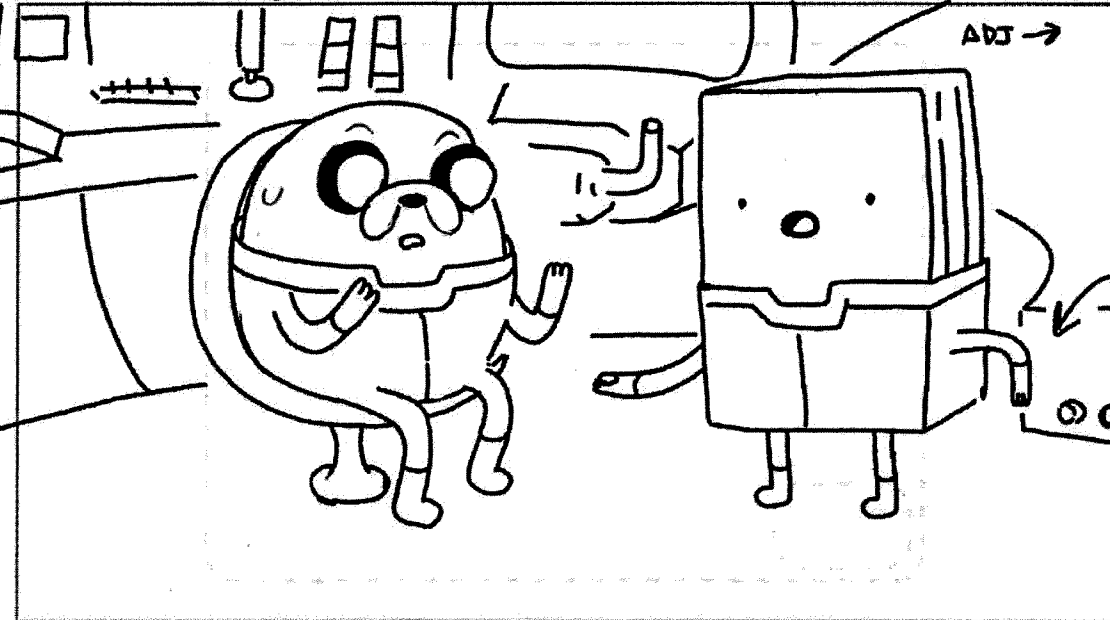
1014/151

ADVENTURE TIME

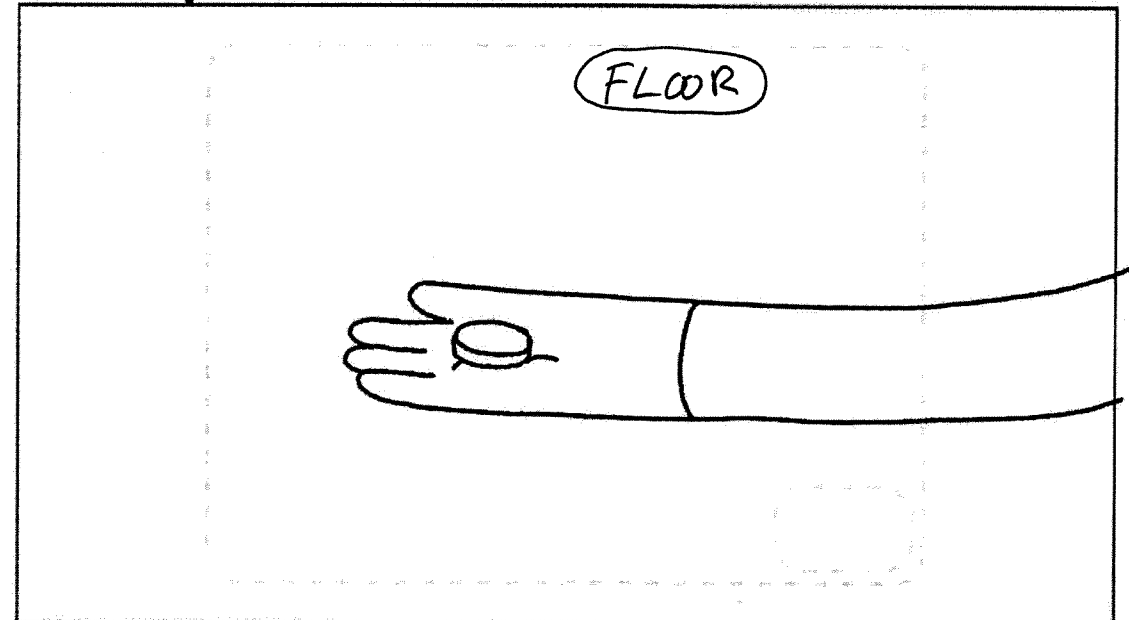


Page 190

Sc. 144 Pnl. C Bg. day night



Sc. 145 Pnl. A Bg. day night



Dialog:

JAMES/HERE MAN, TAKE THIS,

JAKE ^(0/5): YOUR LUCKY COIN?

Action:

JAMES holds out the COIN.

JUN 27 2013

Timing:

EPISODE # 1014-151

1014/151

Production :

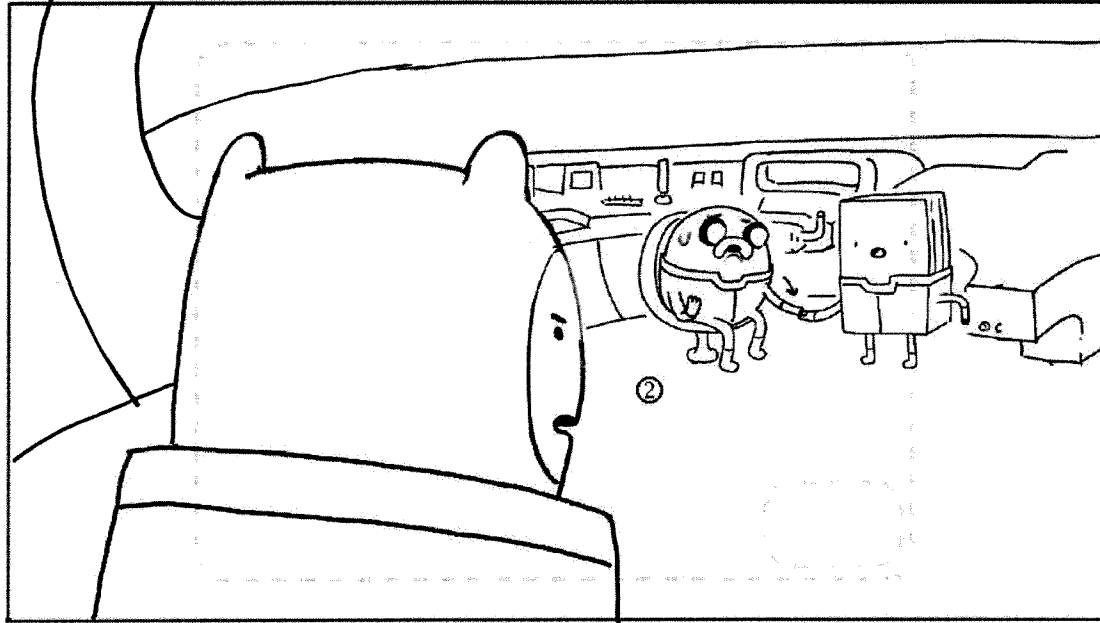
1014/151

ADVENTURE TIME

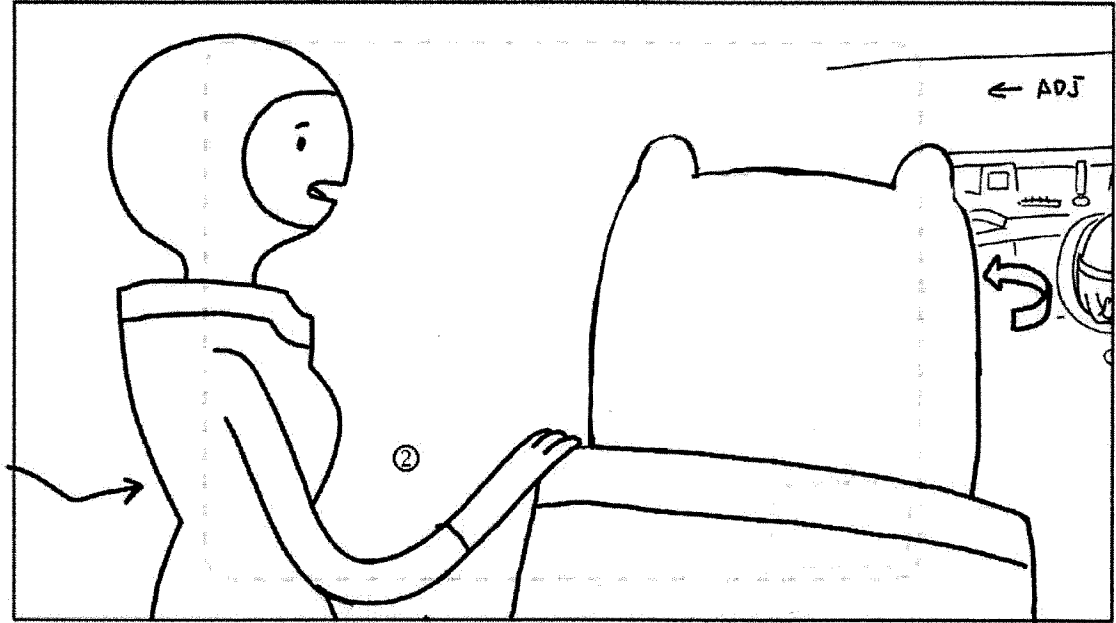


Page 191

Sc. 146 Pnl. A Bg. day night



Sc. 146 CONT Pnl. B Bg. day night



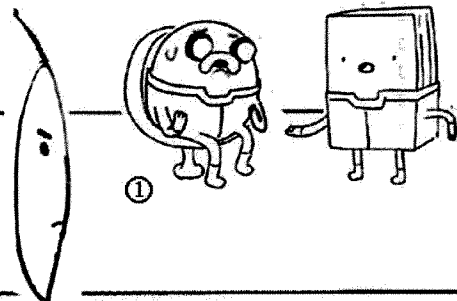
Dialog:
JAMES / YEAH MAN, IT ALWAYS HELPS KEEP ME CALM.

F / WHO SHOT THAT FLARE JAMES?

PB / WE DONT HAVE TIME
TO POINT FINGERS.

Action:

Timing:



JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

1014/151

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ADVENTURE TIME



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Sc. 146 cont Pnl. C

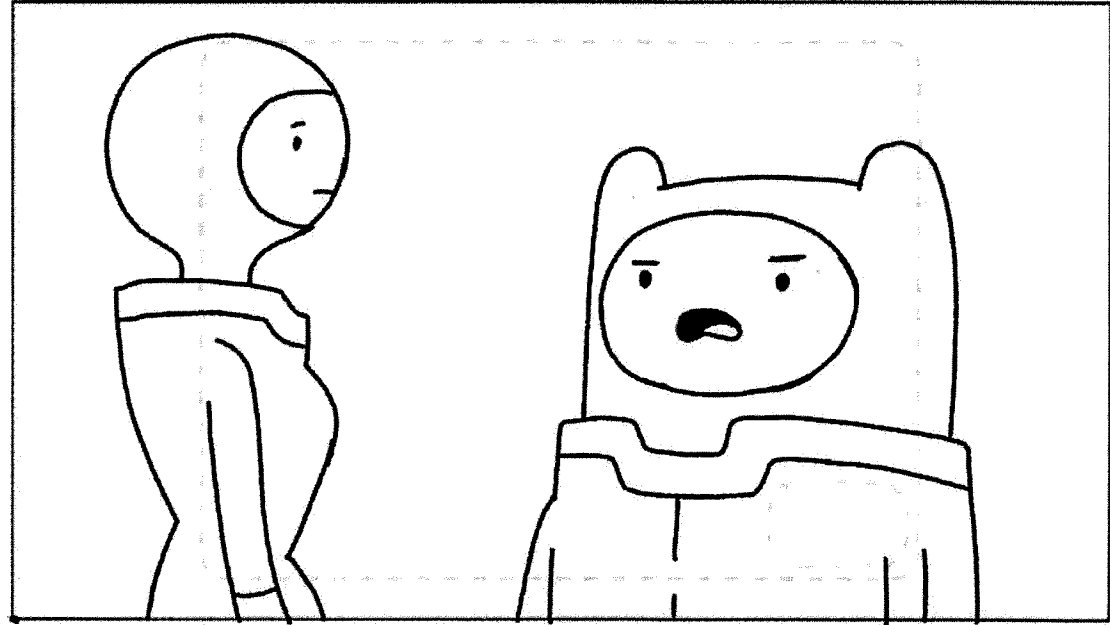
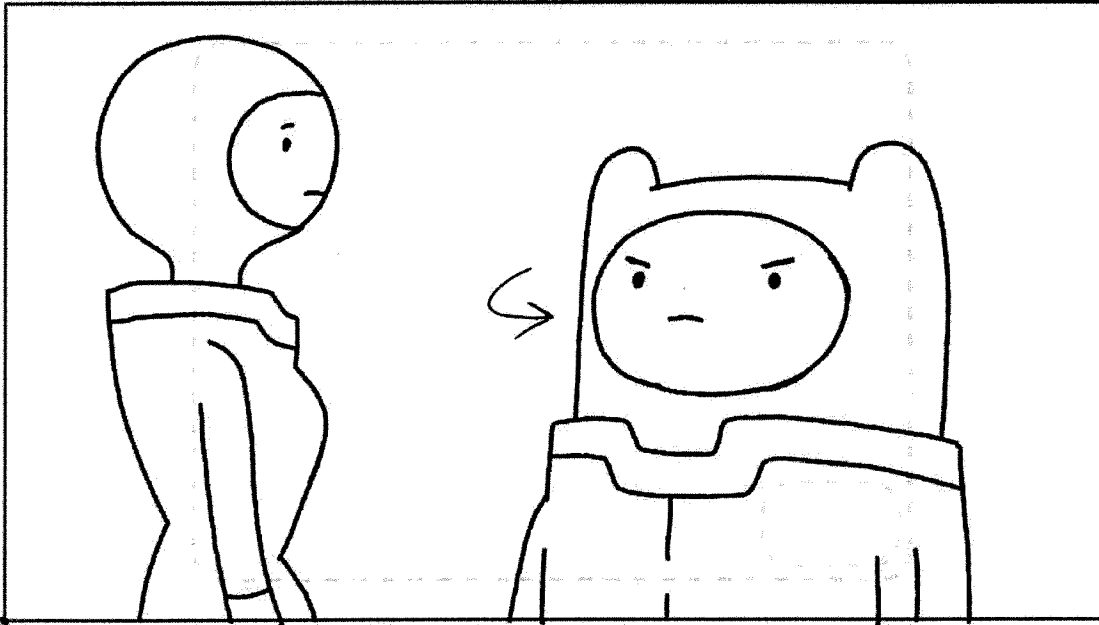
Bg.

day night

Sc. 146 cont Pnl. D

Bg.

day night



Dialog:

F: [GRUNT] You're right.

F/

THERE'S ONLY ONE WAY
OUT OF THIS JAM.

Action: FINN GETS A DETERMINED LOOK ON HIS FACE.

JUN 27 2012

Timing:

EPISODE # 1014-151

Production :

1014/151

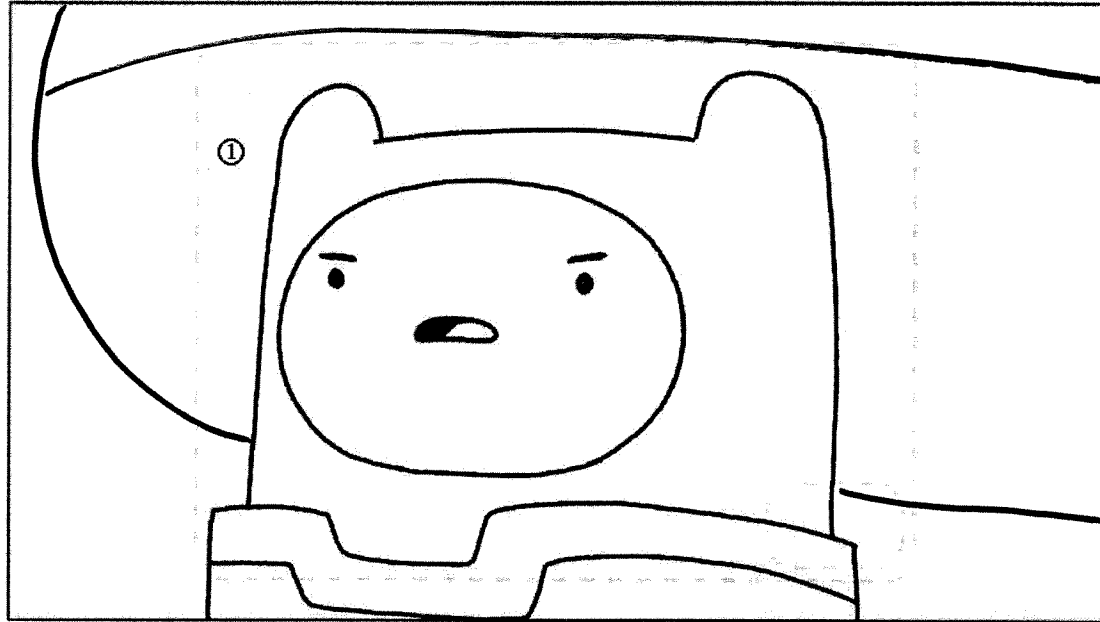
1014/151

ADVENTURE TIME

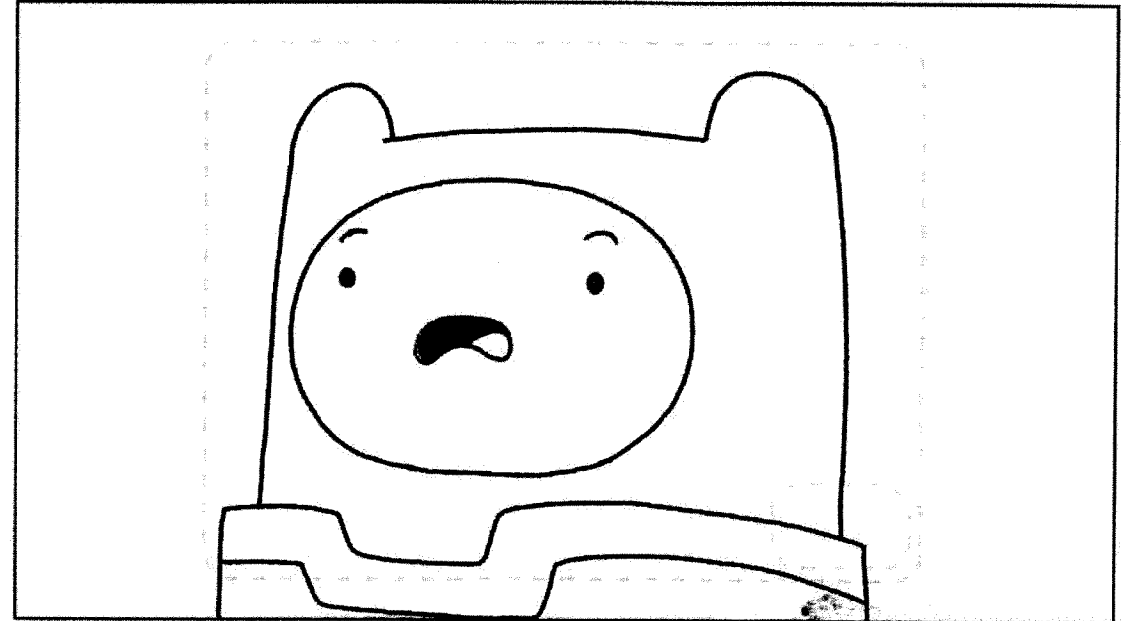


Page 193

Sc. 147 Pnl. A Bg. day night



Sc. 147 cont Pnl. B Bg. day night



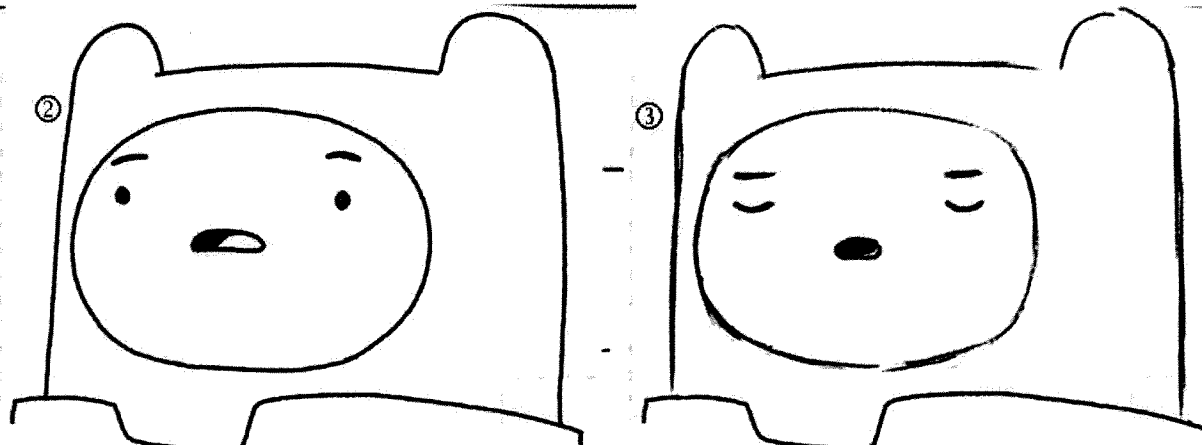
Dialog:

F/ ONE OF US HAS TO
EAT THE BIG ONE...

F/ SO THE OTHERS CAN SURVIVE.

Action:

Timing:



JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

1014/151

ADVENTURE TIME

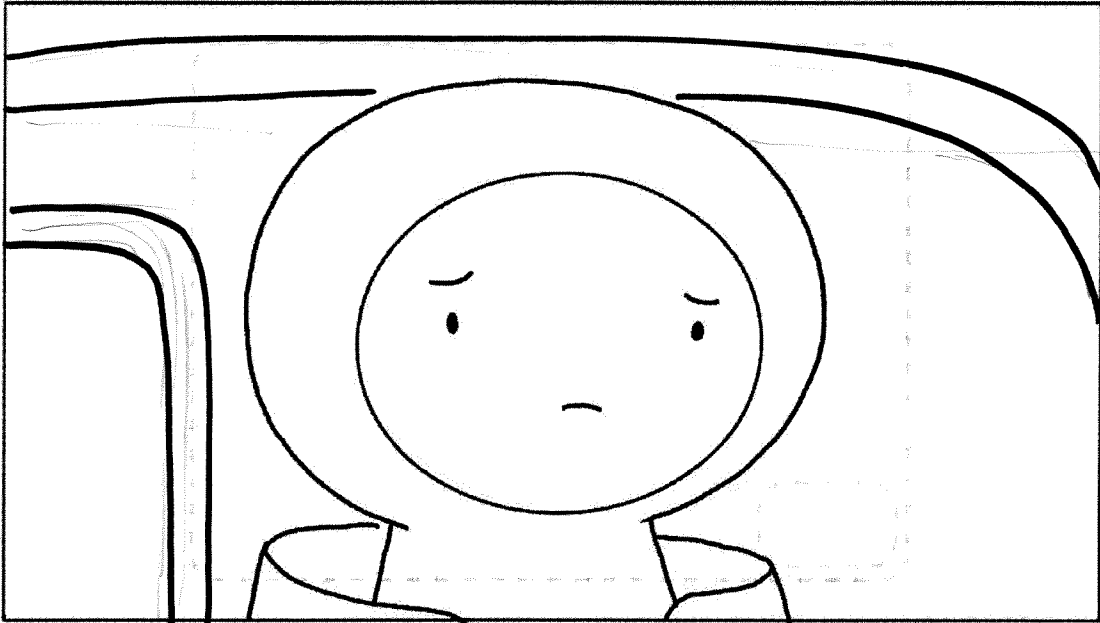


Sc. 148

Pnl. A

Bg.

day night

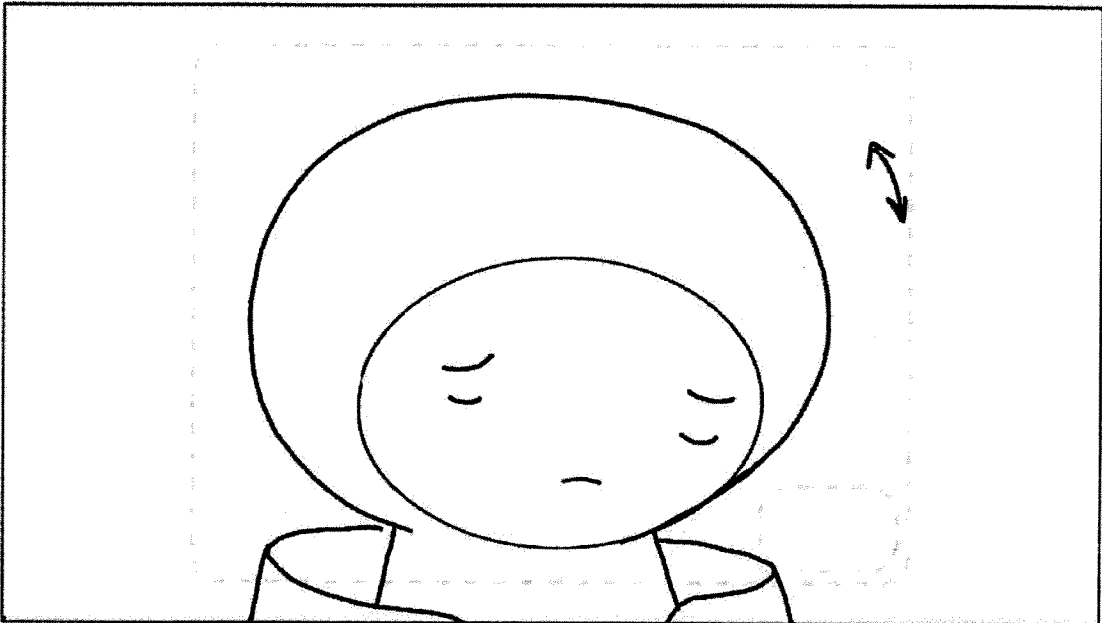


Sc. 148 *cont*

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

PB NODS.

JUN 27 2012

EPISODE # 1014-151

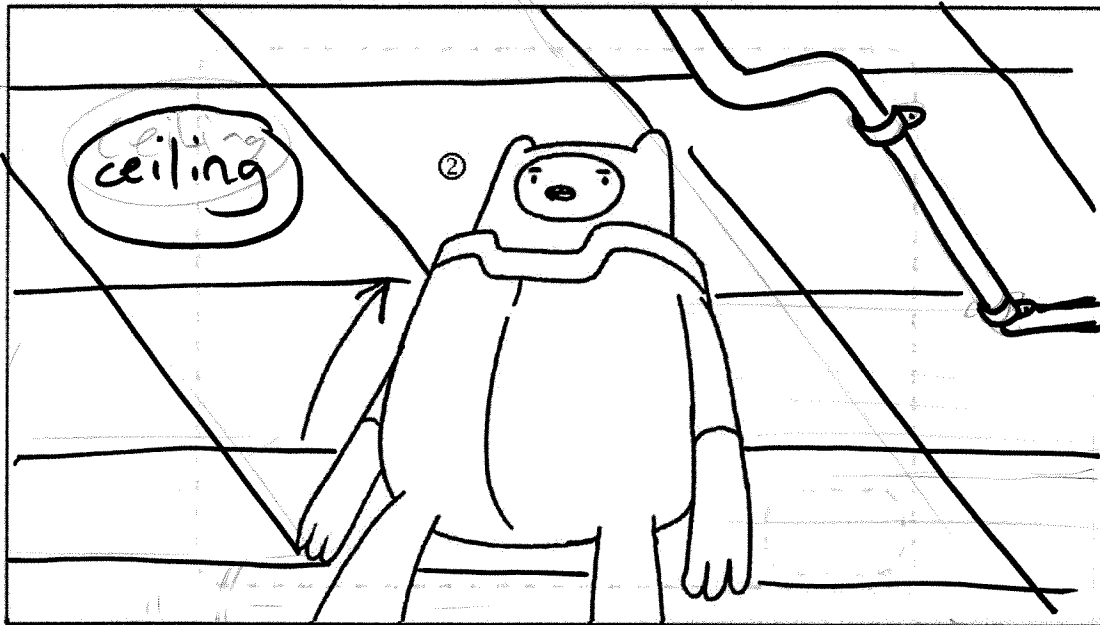
1014/151

ADVENTURE TIME

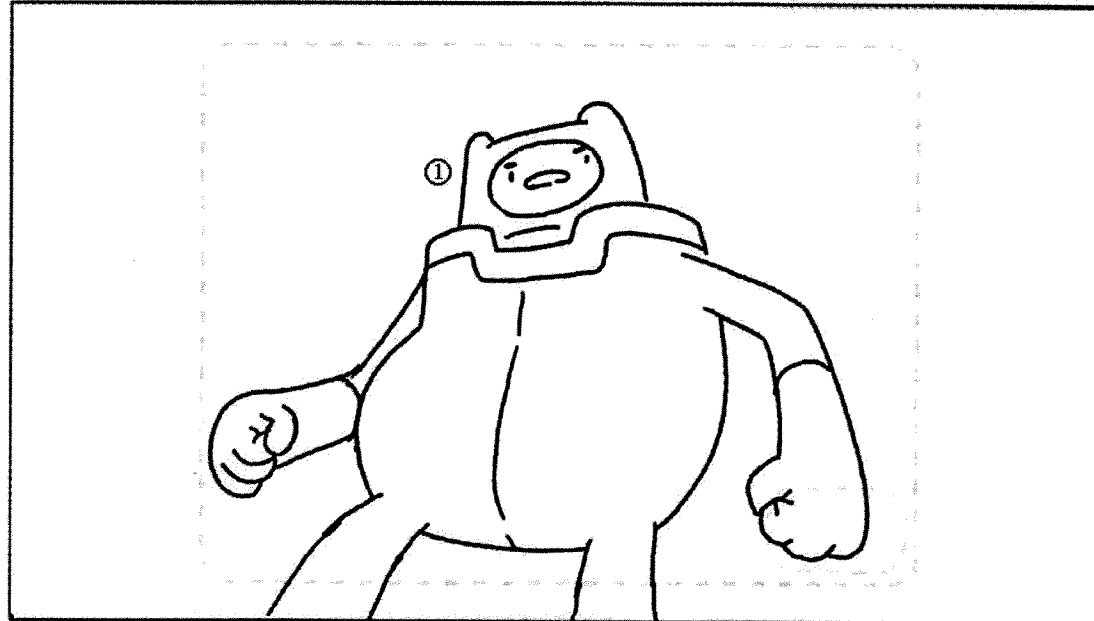


Page 195

Sc. 149 Pnl. A Bg. day night



Sc. 149 cont Pnl. B Bg. day night

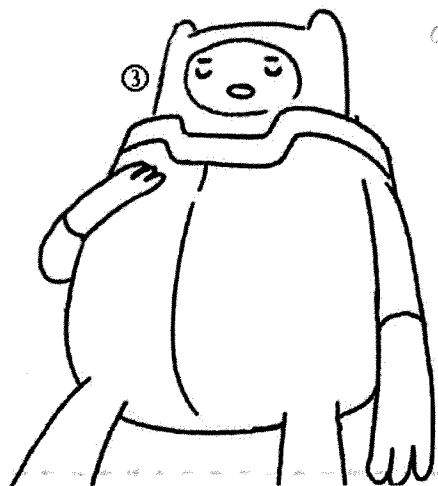


Dialog:

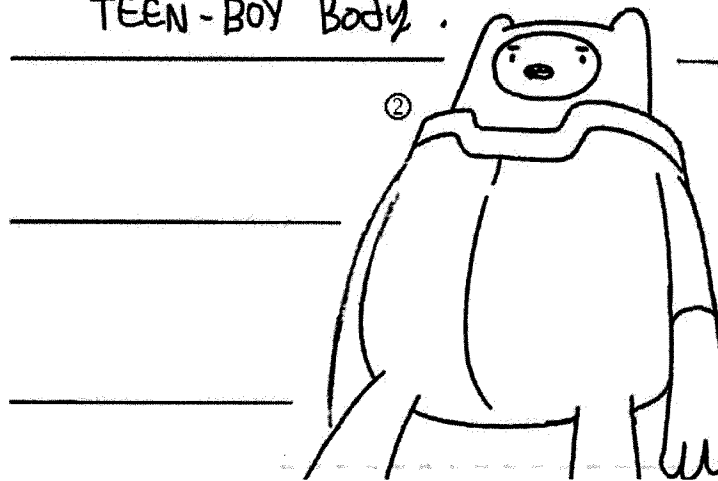
F AND I'M GONNA BE THE ONE.

Action:

Timing:



F/ I'LL RUN OUT THERE AND GET THE CREATURES TO CHASE ME, AND WHILE THEY'RE BUSY NOSHIN' ON MY TEEN-BOY BODY.



JUN 27 2013

Production :

EPISODE # 1014-151

1014/151

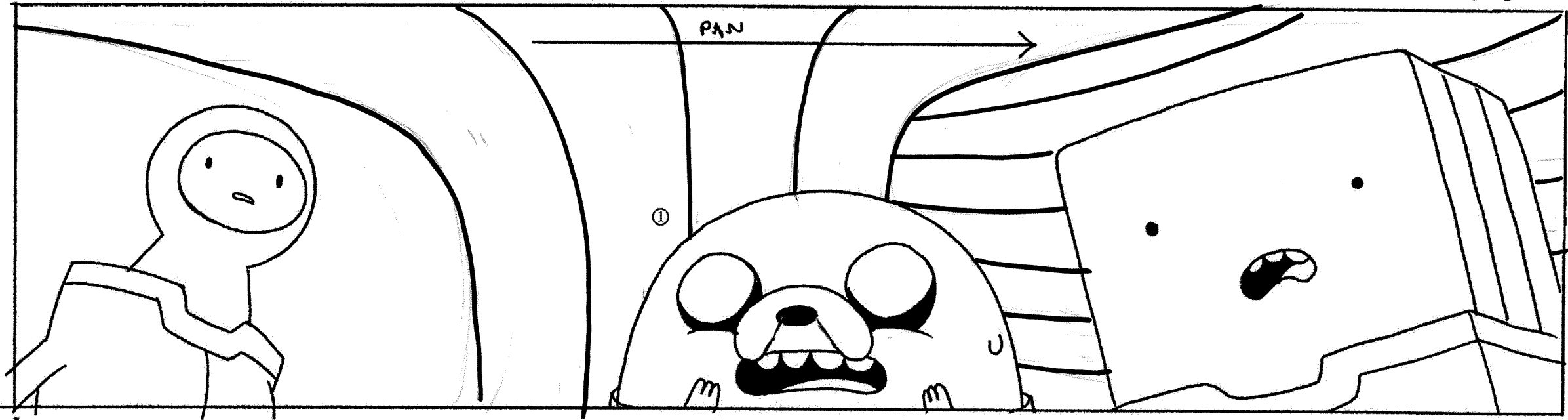
1014/151

ADVENTURE TIME



Page 196

Sc. 150 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:
F/... YOU THREE CAN CLIMB TO SAFETY.

Action:
- PAN ACROSS PB, JAKE AND JAMES
- JAKE COVERS HIS FACE

Timing:

JUN 27 2013

Production :

1014/151

1014/151

1014-151

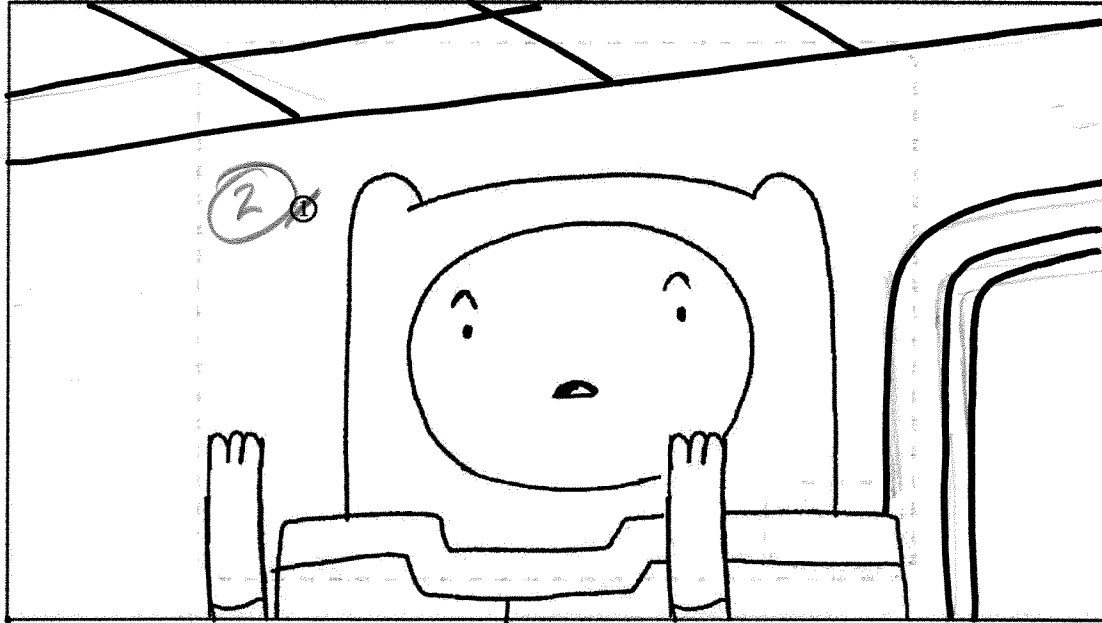
1014/151

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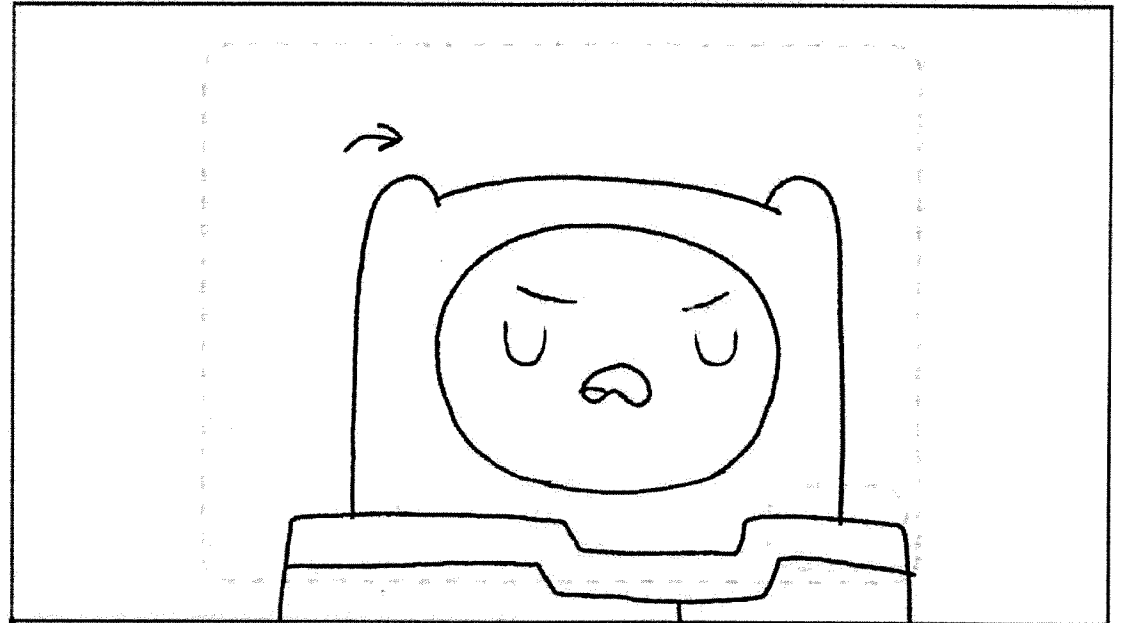
ADVENTURE TIME



Sc. 151 Pnl. A Bg. day night



Sc. 151 cont Pnl. B Bg. day night



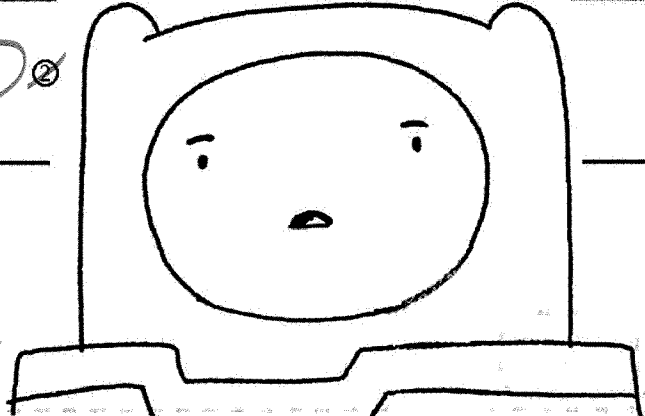
Dialog:

F/ DON'T TRY TO TALK ME OUT OF IT.
I GOT CRYSTAL CERTAINTY...

Action:

① ②

Timing:



F/ THIS IS WHAT IT MEANS...

-F. CLOSES HIS EYES AND TURNS AWAY.

JUN 27 2013

1014-151

EPISODE #

1014/151

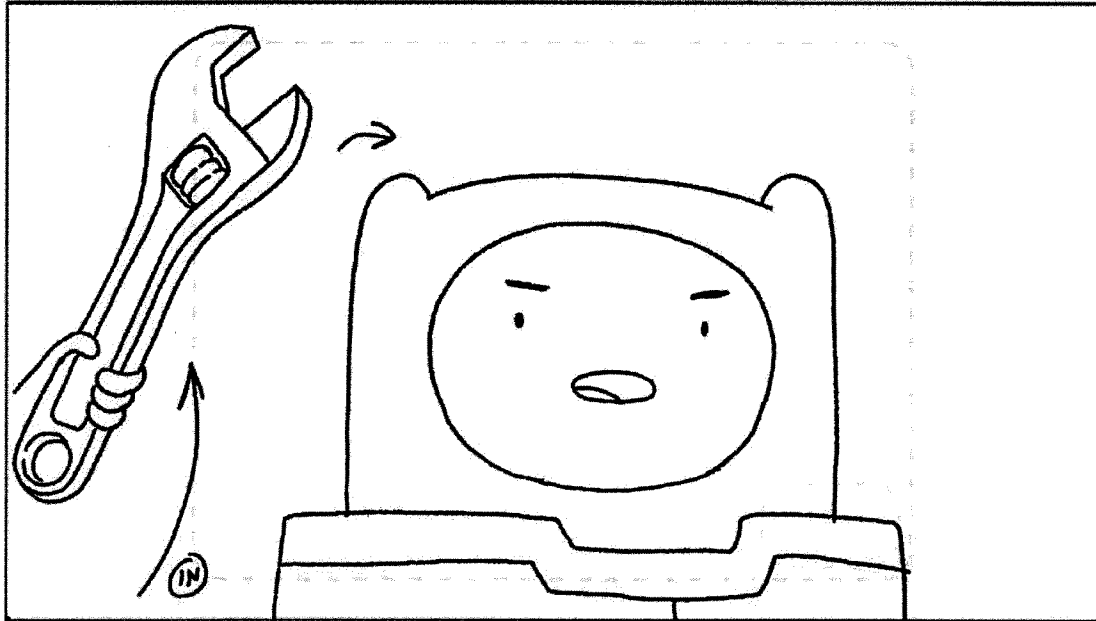
Production :

ADVENTURE TIME

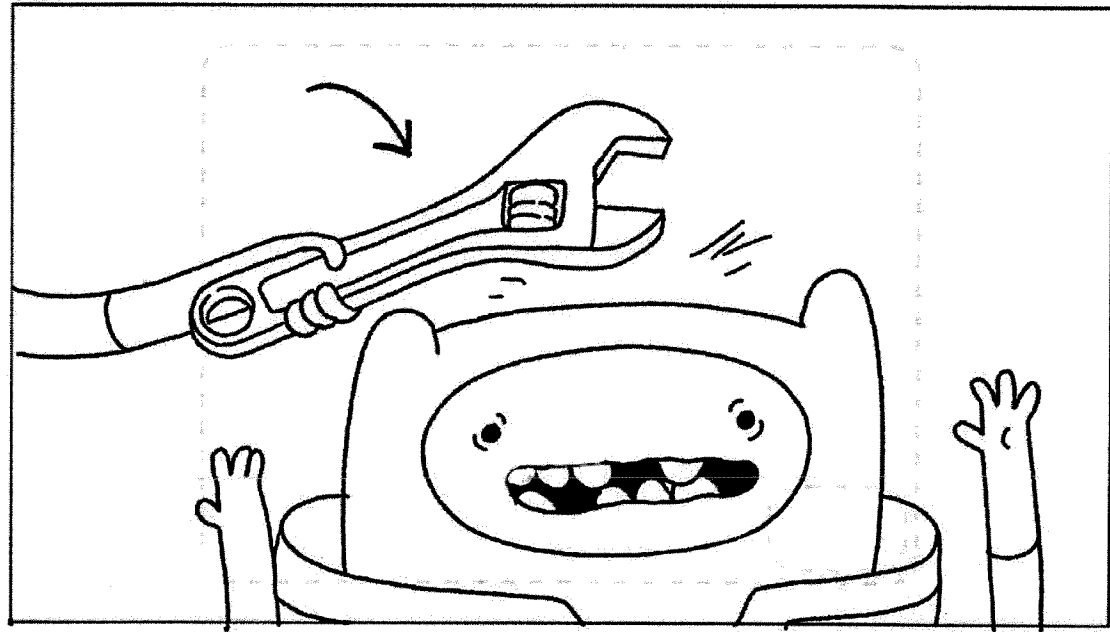


Page 198

Sc. 151 cont Pnl. C Bg. day night



Sc. 151 cont Pnl. D Bg. day night



Dialog:

F/ TO BE A HE -

E: [IMPACT]
SFX/ KRUNK.

Action:

JUN 27 2013

Timing:

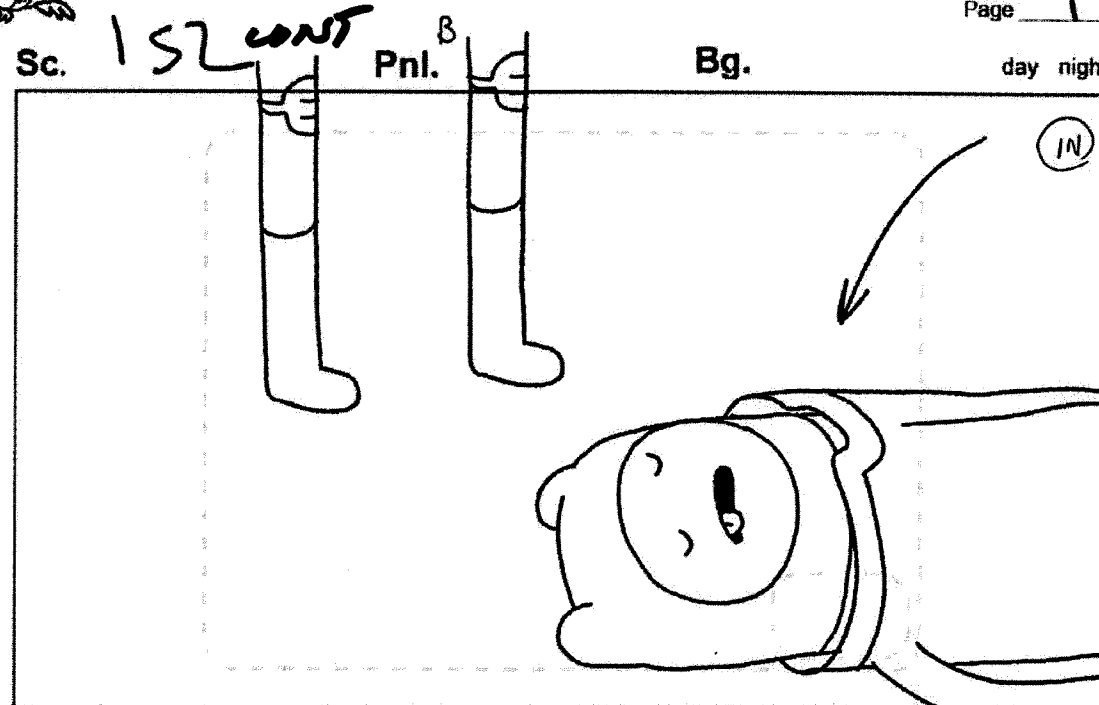
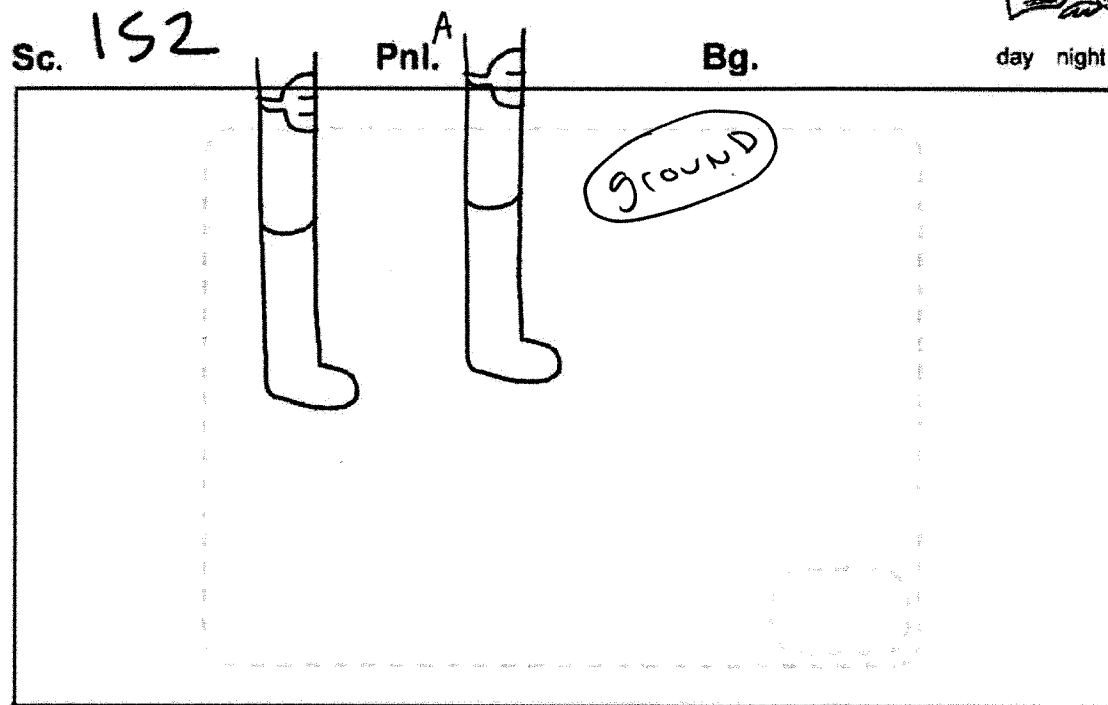
EPISODE # 1014-151

1014/151

Production :

1014/151

ADVENTURE TIME



Dialog:	
Action:	- FINN FALLS INTO FRAME AT PB'S LEGS.
Timing:	JUN 27 2013

1014-151

EPISODE #

1014/151

Production :

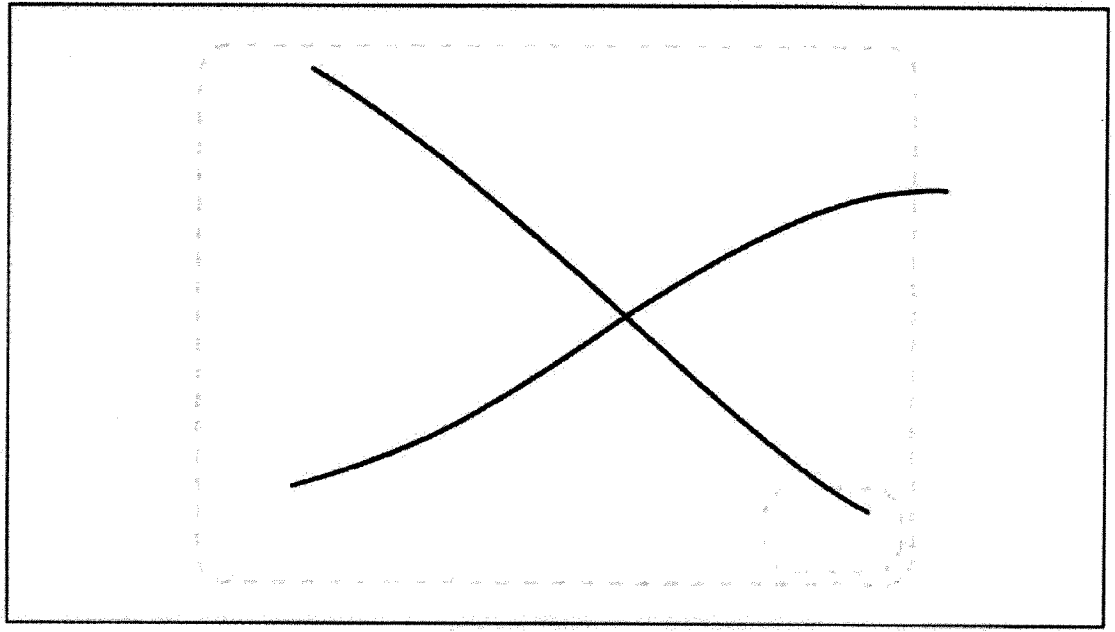
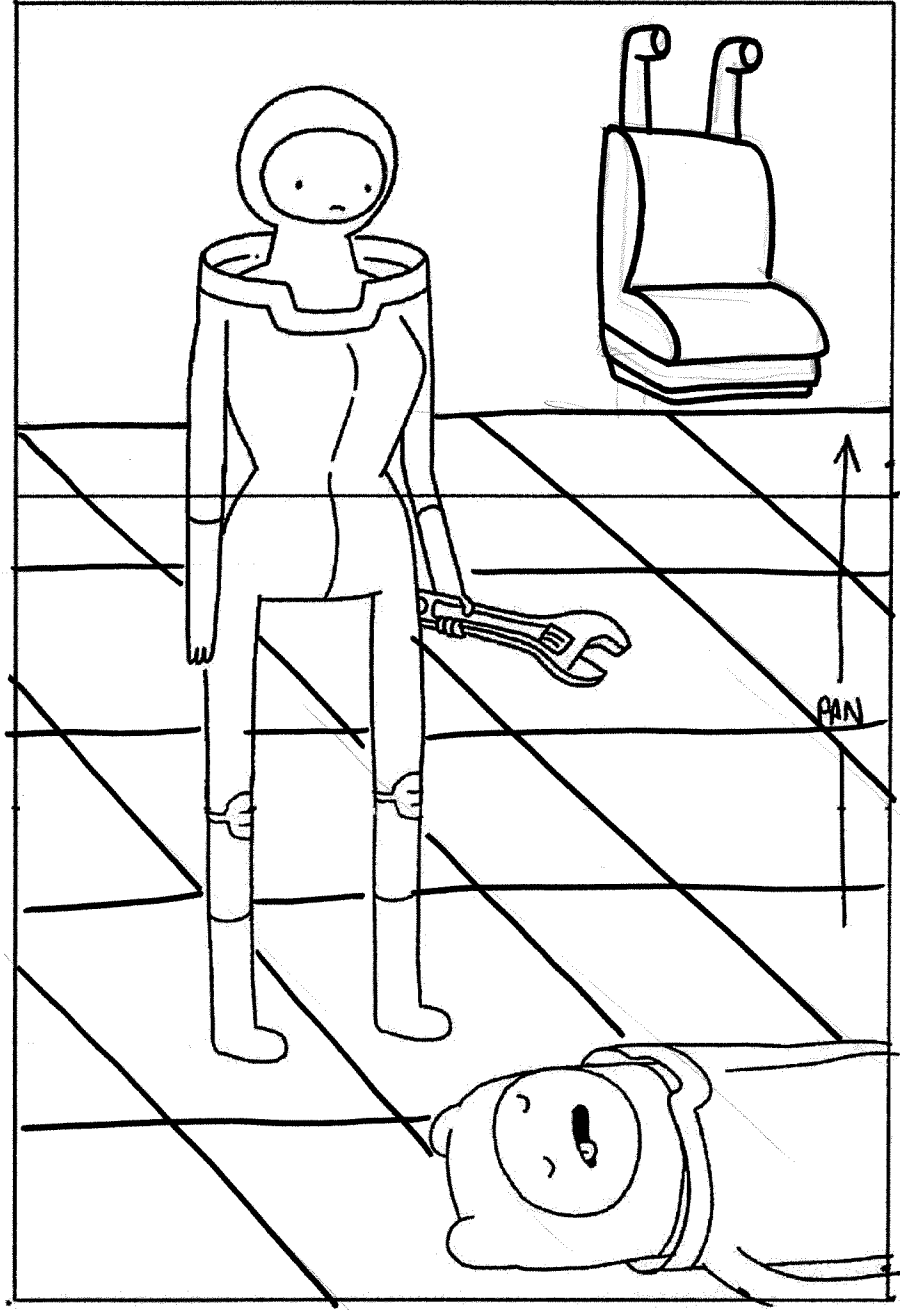
sc. 152 UNT Pnl. C

STOP



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Sc. Pnl. Bg. day night



PAN UP TO REVEAL PB WITH A WRENCH.

JUN 27 2011

START

1014-151

EPISODE #

1014/151

Production :

1014/151

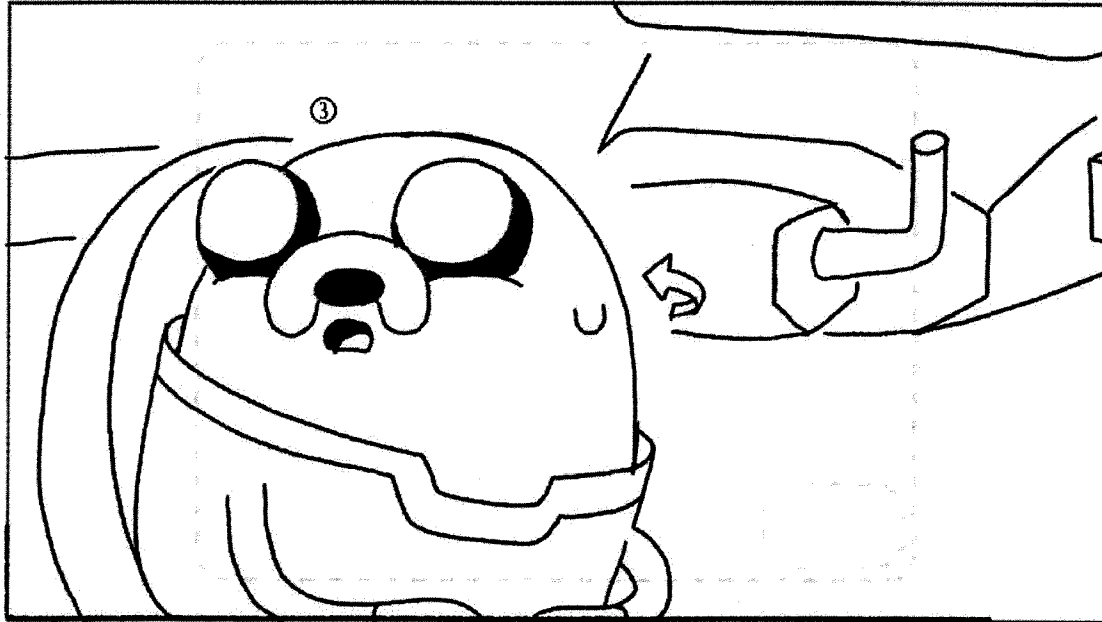
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ADVENTURE TIME

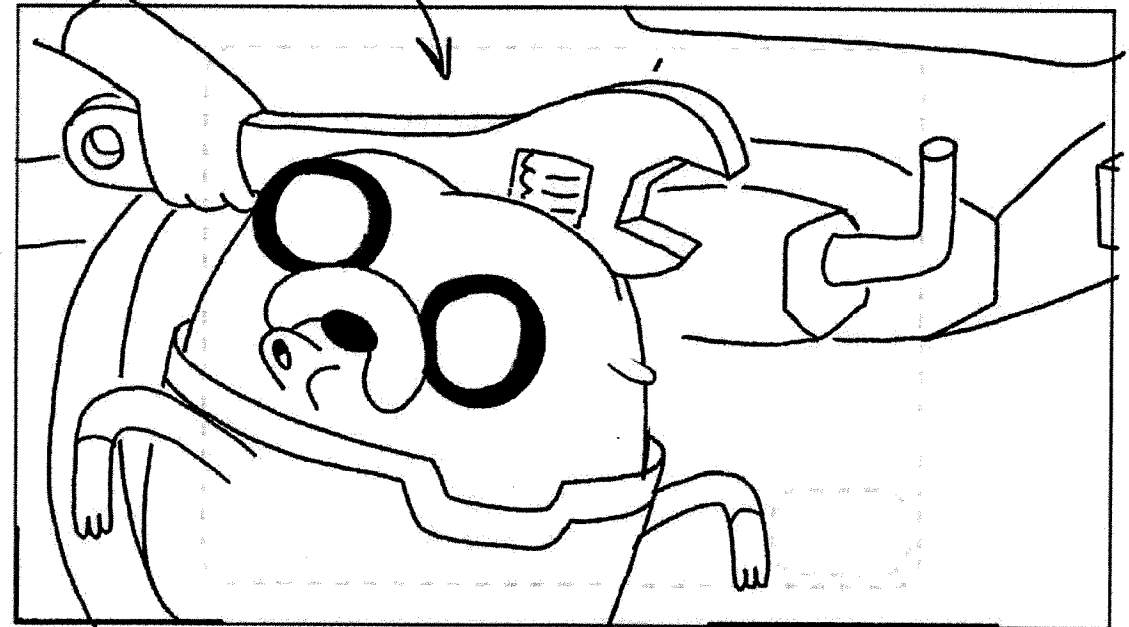


Page 201

Sc. 153 Pnl. A Bg. day night



Sc. 153 cont Pnl. B Bg. day night



Dialog:

J / WHA ?

↓ : [IMPACT]
SFX /*KLONK*

Action:

①

②

Timing:



JUN 27 2013

EPISODE # 1014-151

1014/151

Production :

1014/151

1014/151

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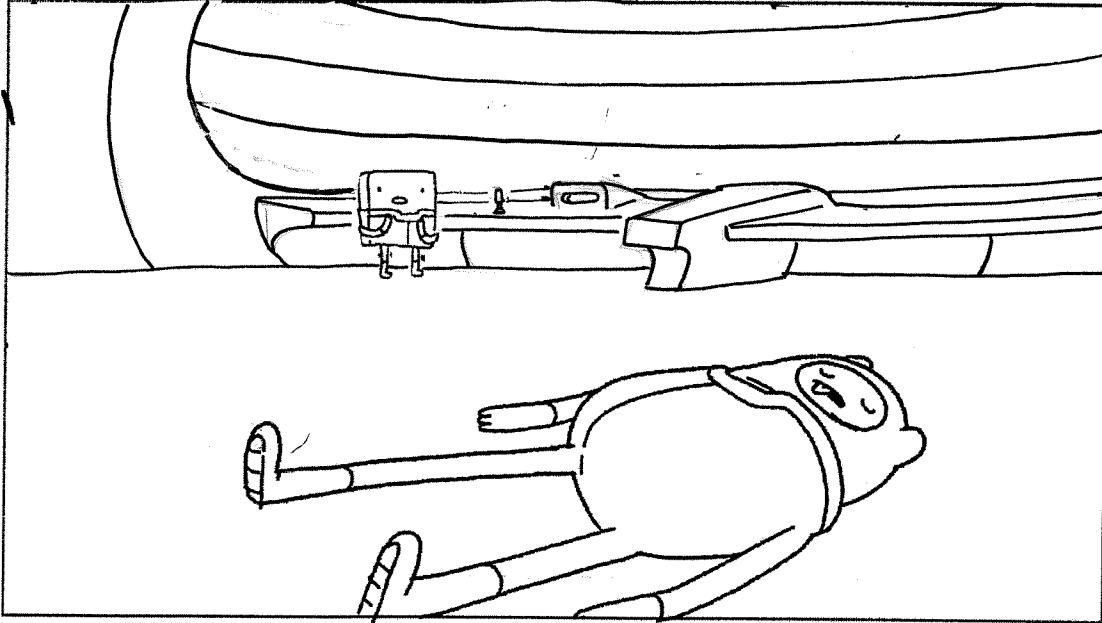
1014/151

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ADVENTURE TIME

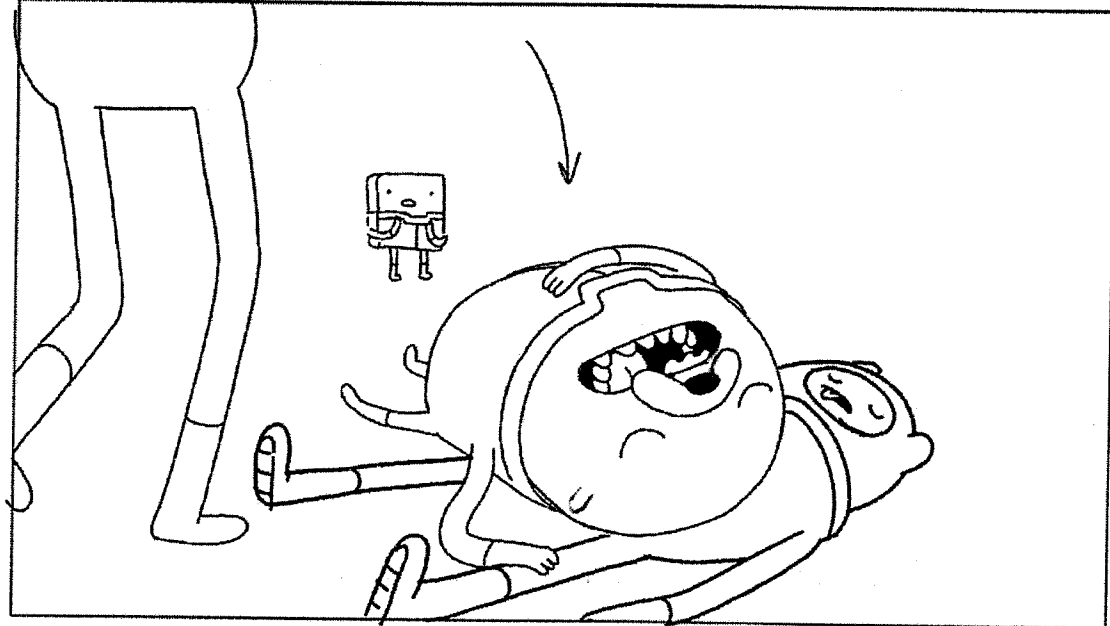


Sc. 154 Pnl. A Bg. day night



Sc. 154 cont Pnl. B Bg. day night

Page 202



Dialog:	
Action:	PO steps into frame and throws Jake down on top of FINN.
Timing:	JUN 27 2013

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EPISODE #

1014/151

Production :

1014/151

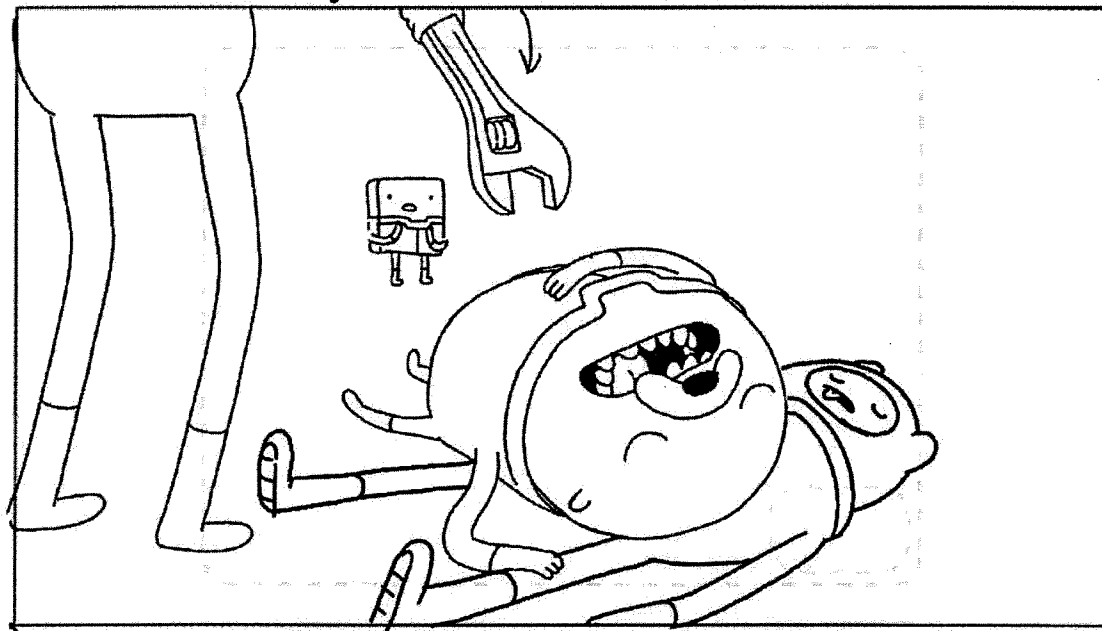
ADVENTURE TIME



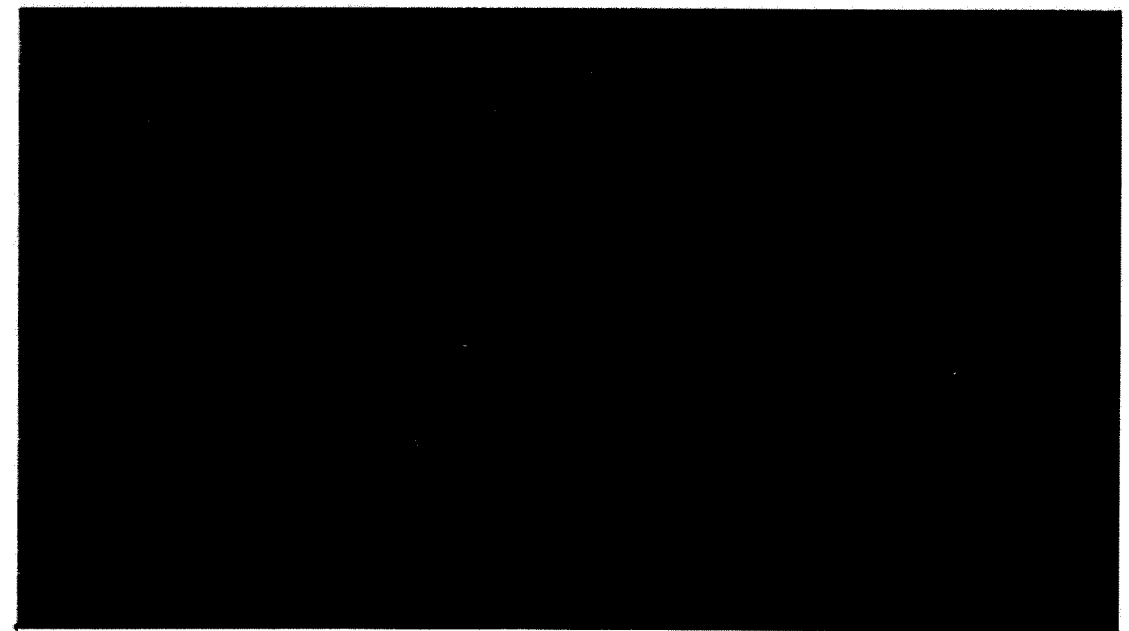
Cut

Page 203

Sc. 154 Pnl. C Bg. day night



Sc. 155 Pnl. A Bg. day night



Dialog:	<u>PB/ JAMES WE NEED TO TALK.</u>	
Action:	<u>-Screen Goes to Black.</u>	
Timing:		

JUN 27 2013

1014-151
EPISODE #
Production :

1014/151

1014/151

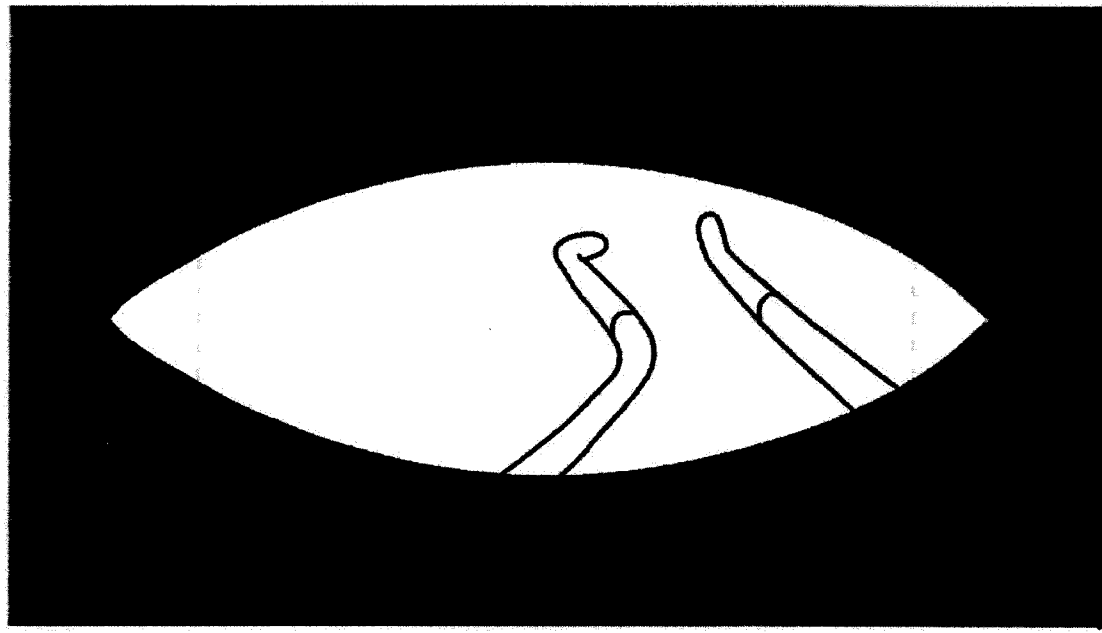
1014/151

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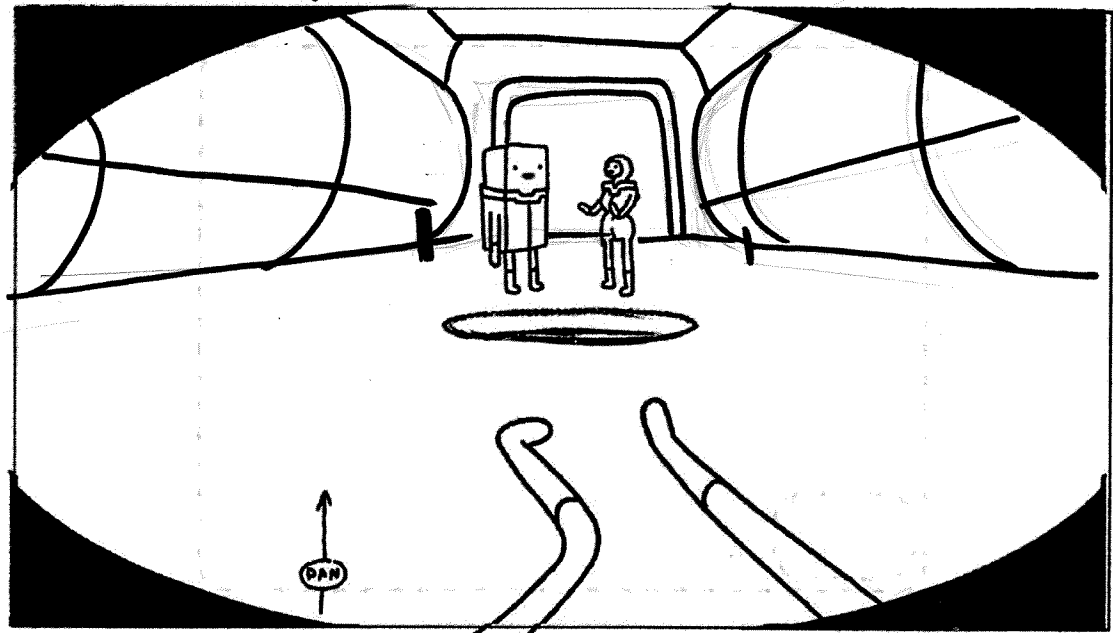
ADVENTURE TIME



Sc. ISS cont Pnl. B Bg. day night



Sc. ISS cont Pnl. C Bg. day night



Dialog:

F / (mOans.)

PB: (MUFFLED) AND THAT'S WHY I NEED A SAMPLE OF YOUR CANDY BIOMASS... WHAT DO YOU SAY,

J: SURE THING, PRINCESS

Action:

IRIS opens.

-PB TALKS TO JAMES. NEXT TO AIRLOCK,

Timing:

(C1) (C2) (C3) JUN 27 2013

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EPISODE #

1014/151

Production :

1014/151

1014/151

ADVENTURE TIME



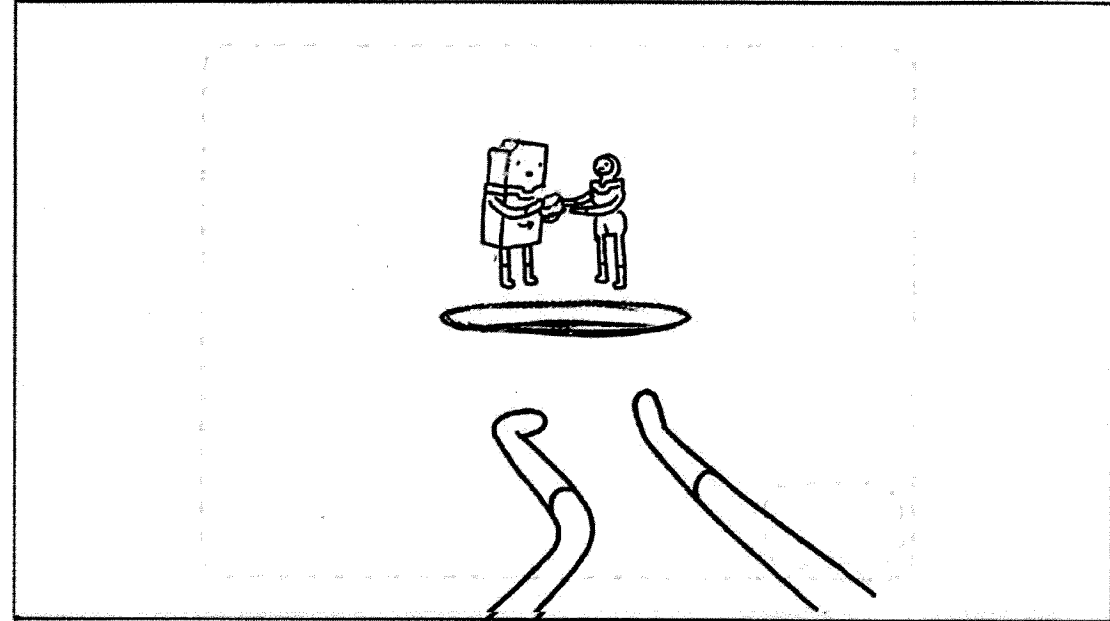
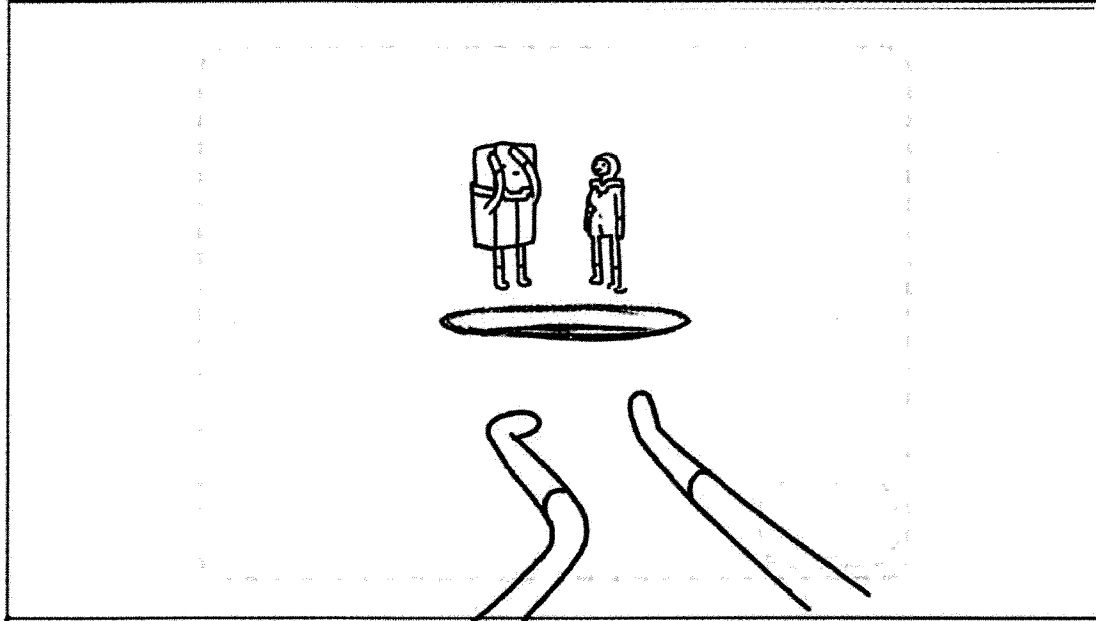
Page 205

Sc. 155 CONT Pnl. D Bg.

day night

Sc. 155 CONT Pnl. E Bg.

day night



Dialog:

Action:

JAMES REACHES UP AND TAKES A PIECE OF HIS HEAD OFF.

- HE GIVES THE PIECE TO PB.

JUN 27 2015

Timing:

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EPISODE #

1014/151

Production :

1014/151

ADVENTURE TIME



Sc. *155 cont* Pnl. *F* Bg.

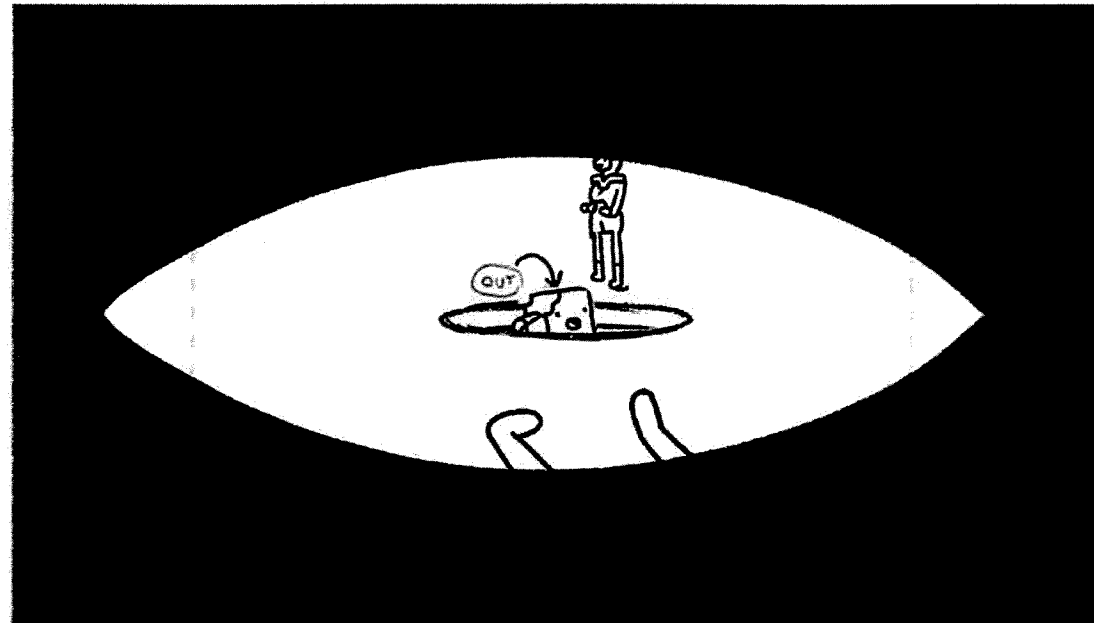
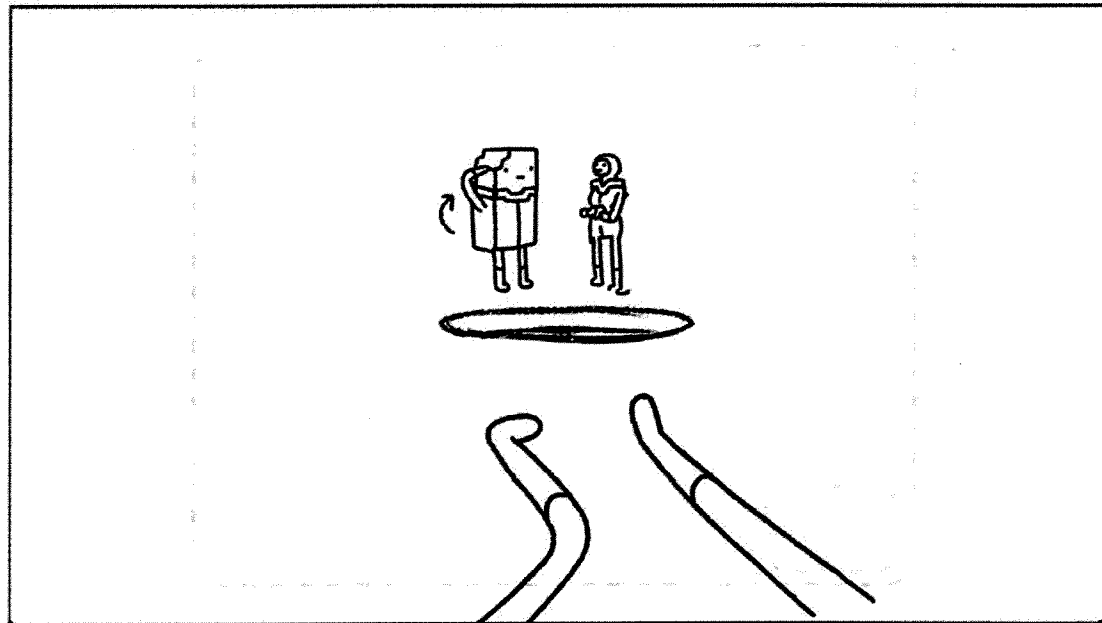
day night

Sc.

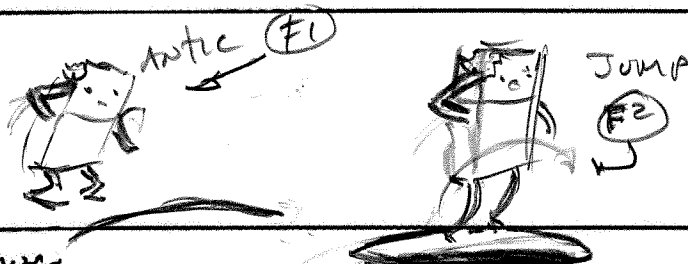
155 cont Pnl. *G* Bg.

Page *206*

day night



Dialog:



JAMES / (muffled) BYOOOWWWW



Action: *JAMES SALUTES.*

then James jumps out the hatch.

JUN 27

FINN'S EYES START TO CLOSE. to Black Fr.

Timing:



1014-151

EPISODE #

1014/151

Production :

1014/151

ADVENTURE TIME

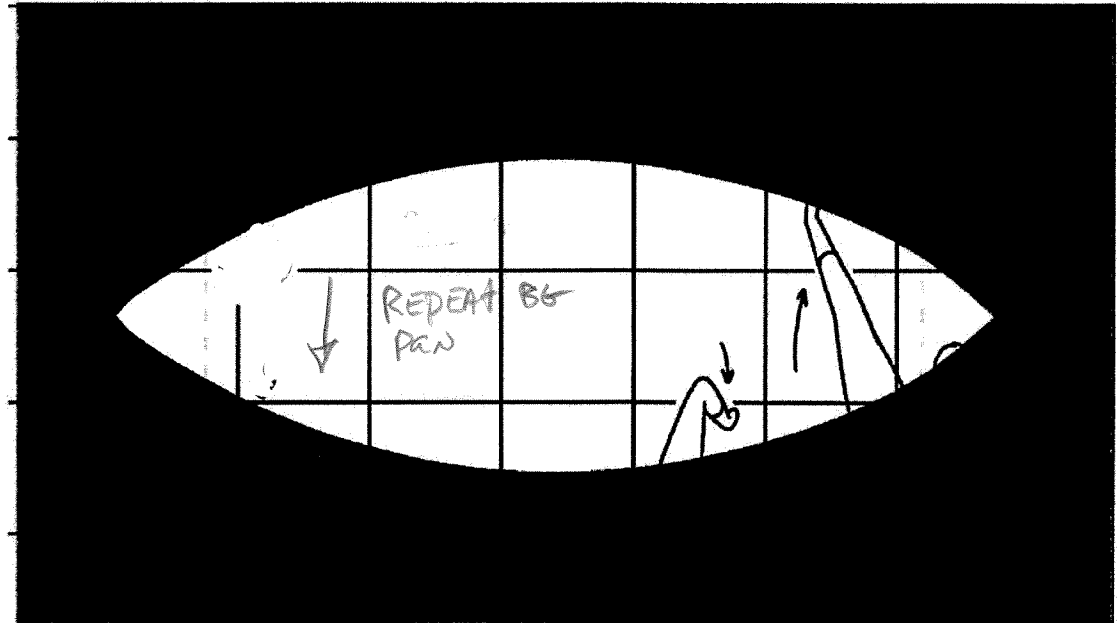
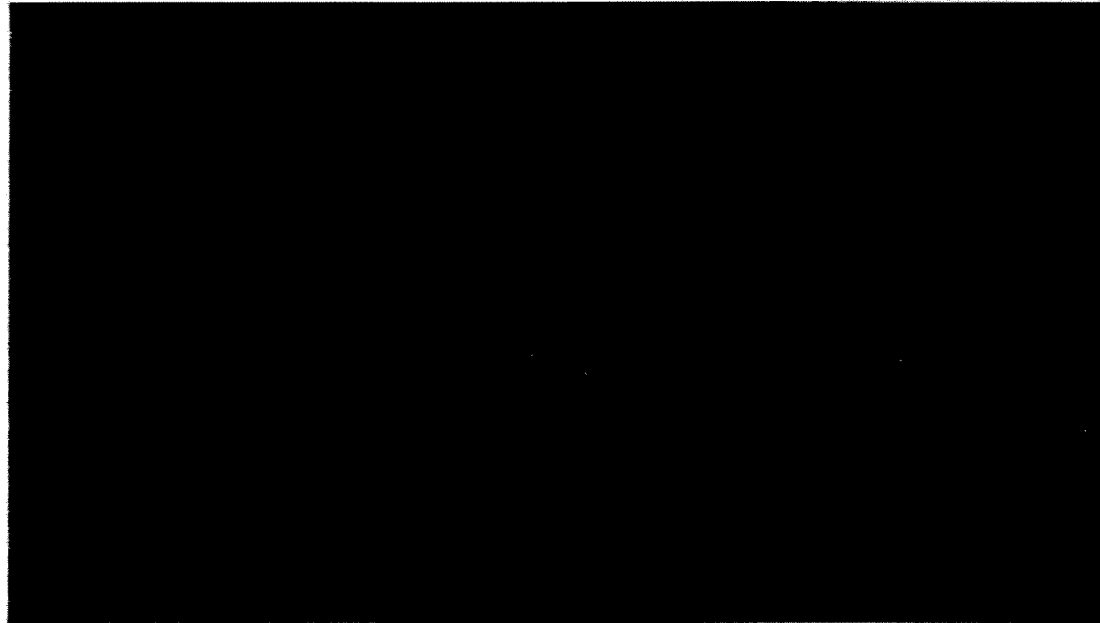


Page 207

Sc. 156 Pnl. A Bg.

day night Sc. 156 CONT Pnl. B Bg.

day night



Dialog:		<u>PB</u> : (STRUGGLING / RUNNING)	
Action:	IRIS CLOSES	EYE OPENS	LOOKING AT THE GROUND panning Dy. JUN 27 2013
Timing:			

EPISODE # 1014-151

Production :

1014/151

1014/151

1014/151

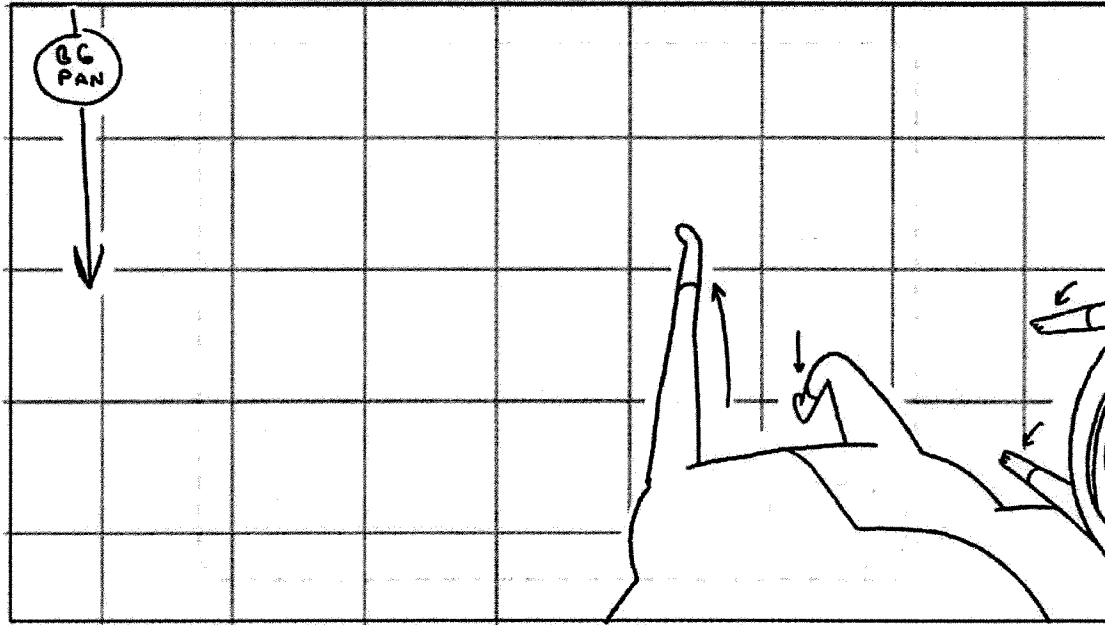
HO cut

ADVENTURE TIME

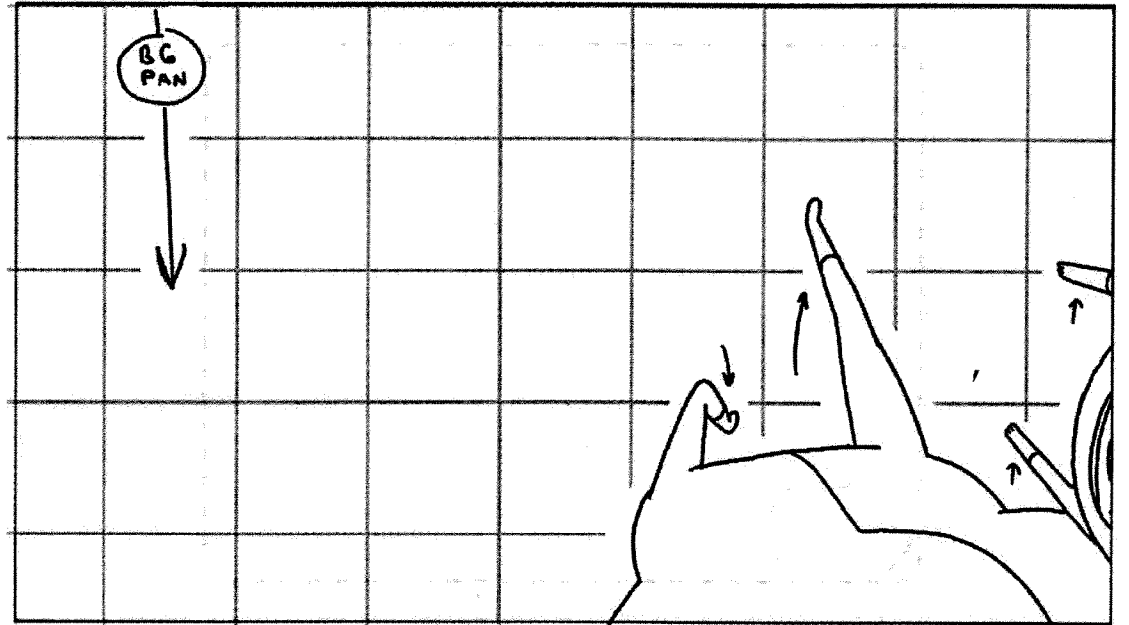


Page **208**

Sc. **156 cont** Pnl. **C** Bg. day night



Sc. **156 cont** Pnl. **D** Bg. day night



Dialog:	<p>F: (COMING TO) WHA ... WHY DID ...</p>
Action:	<p>we see PD RUNNING</p> <p>JAKES ARMS SWING BACK AND FORTH.</p> <div style="text-align: right; margin-top: 20px;">JUN 27 2010</div>
Timing:	

EPISODE # 1014-151

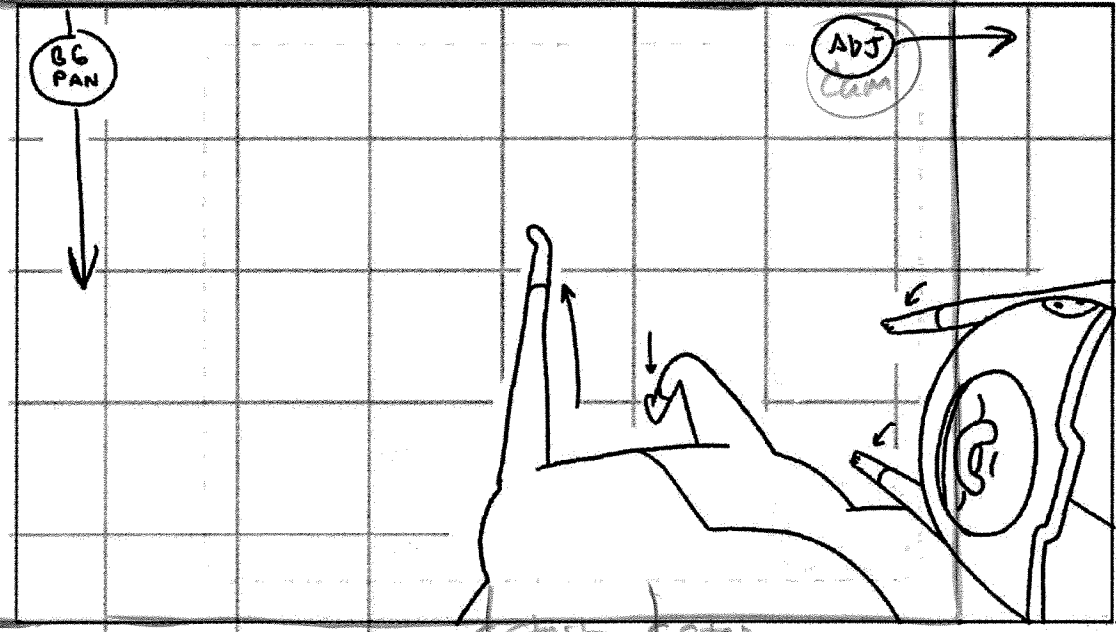
Production :

1014/151

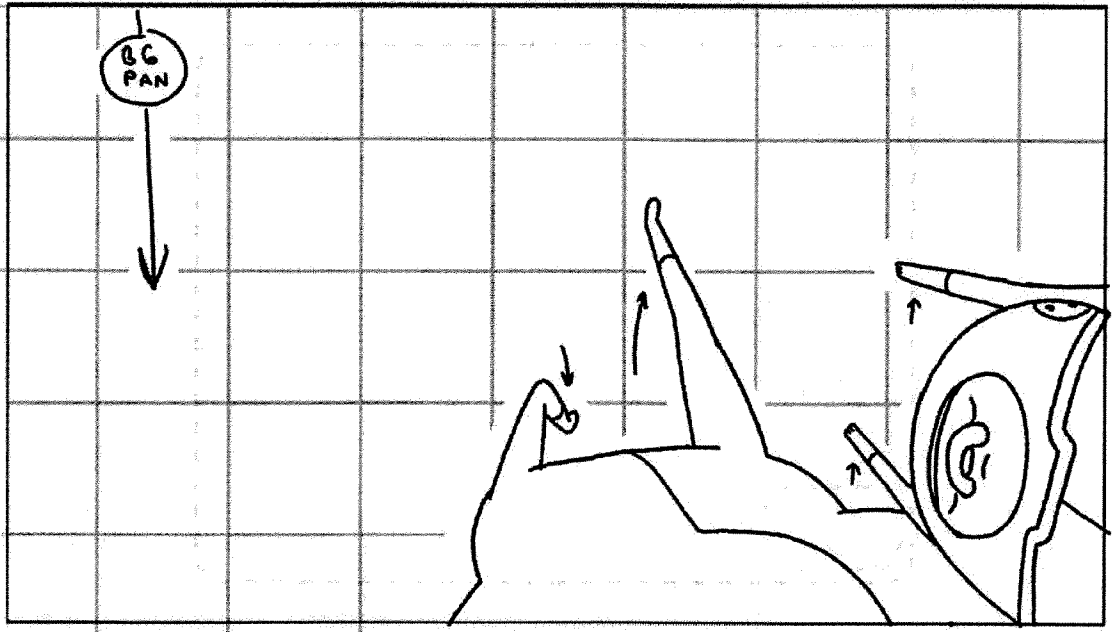
ADVENTURE TIME



Sc. 156 cont Pnl. E Bg. day night



Sc. 156 cont Pnl. F Bg. day night



Dialog:
E/ JAKE?
→

Action:
Run cycle continues.
Camera Adjusts to the Rt to Reveal JAKE Having unconsciously. His Arms Limply sway Back and forth with the movement.

Timing:

JUN 27 2013

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EPISODE #
Production :

1014/151

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ADVENTURE TIME



Sc. 156 *cont*

Pnl. G

Bg.

day night

Sc. *156 cont*

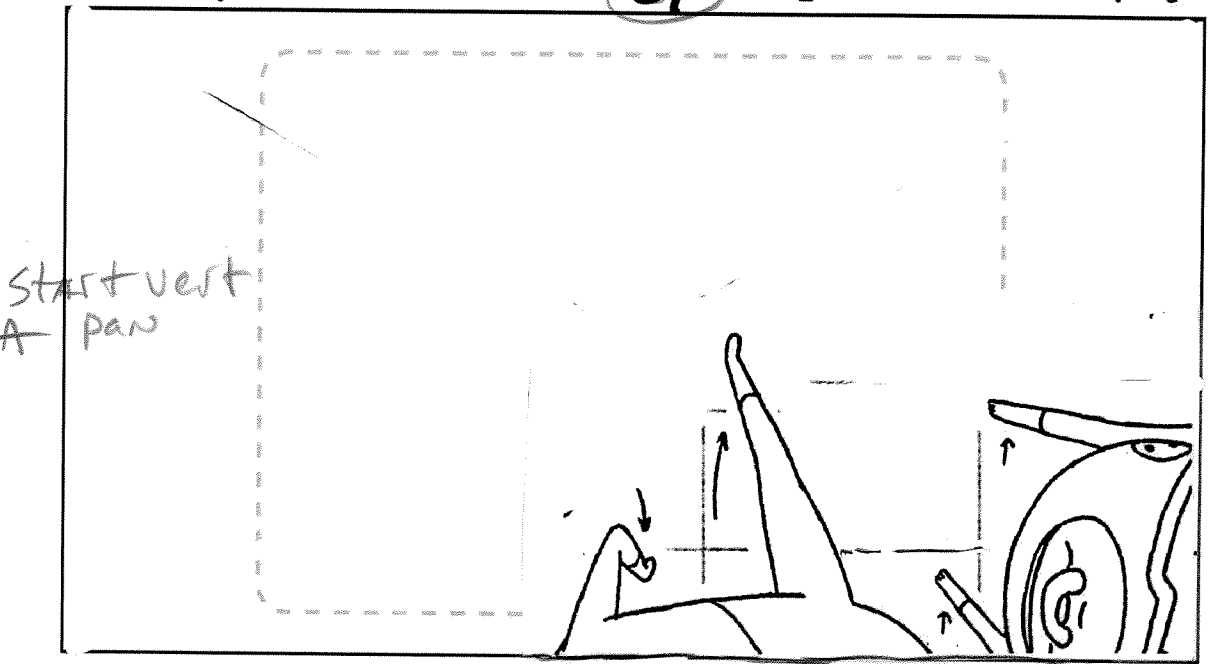
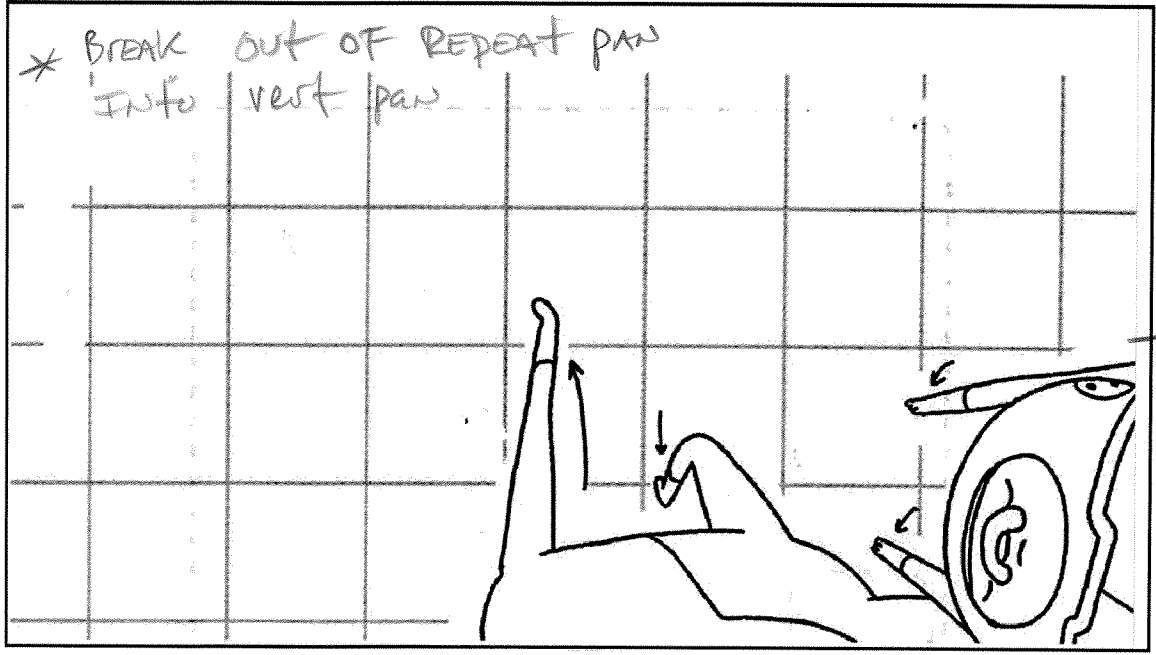
Pnl.

G1

Bg.

Page 210

210A NEXT
day night



Dialog:	
Action:	
Timing:	

JUN 27 2012

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1014/151

Production :

1014/151

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156 CONT ADVENTURE TIME G2

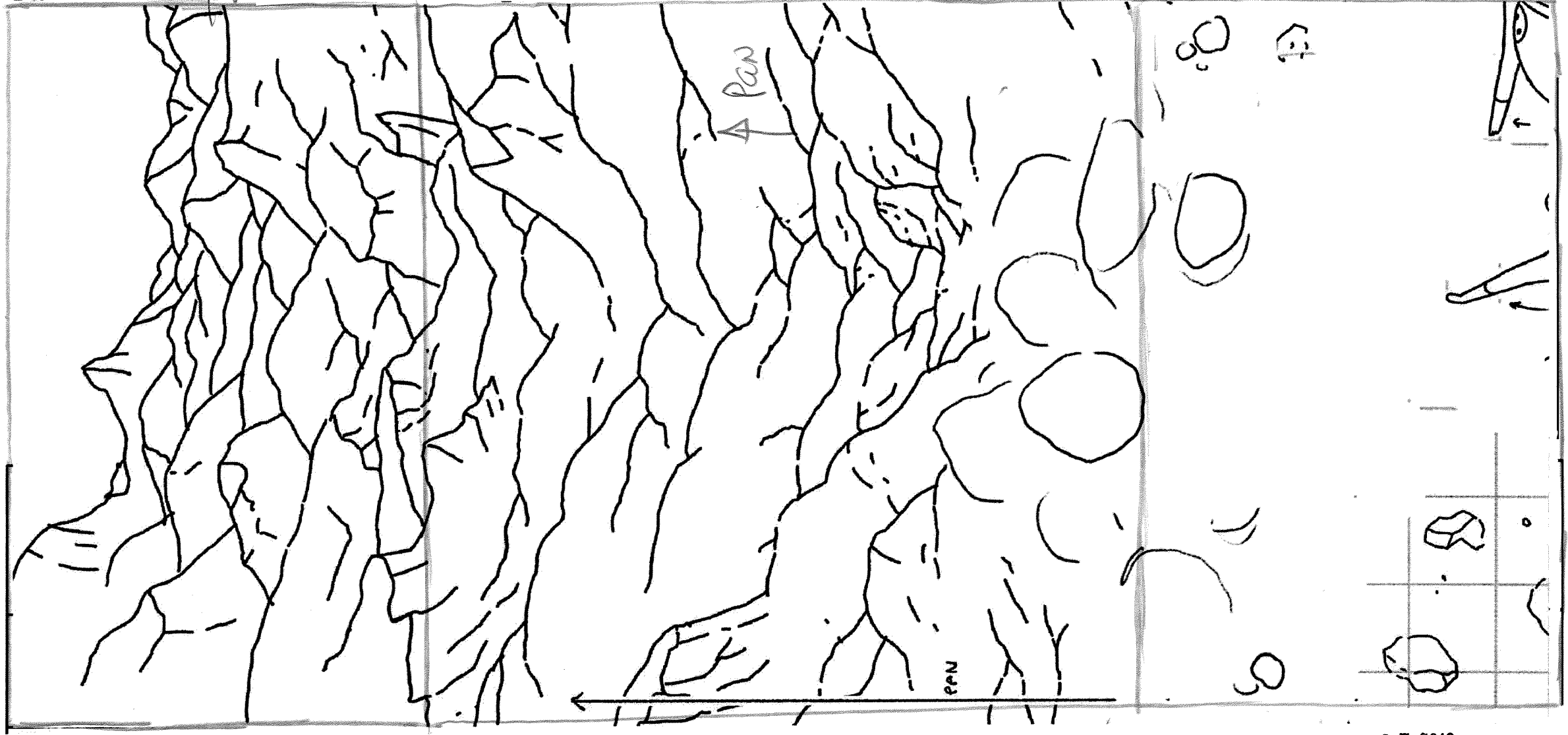


GA

BREAK OUT
OF REPEAT
PAN

Page 210A

211 NEXT

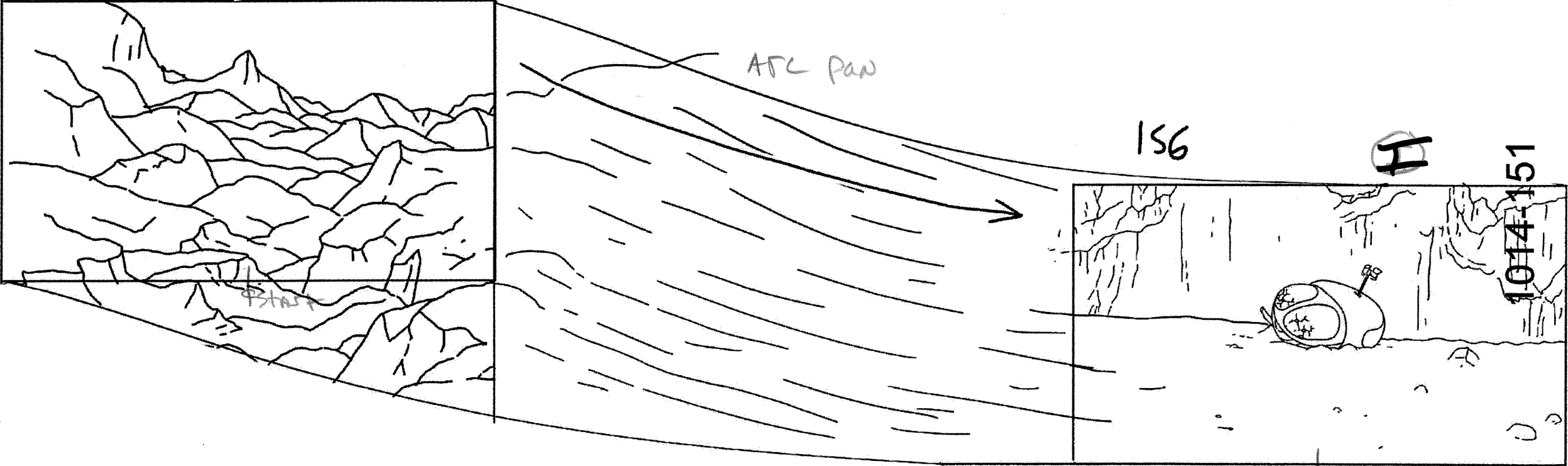


Sc 156
H

JUN 27 2013

1014/151

Production :
EPISODE # 1014-151
1014/151



F/ WHERE'S JAMES?

Action:

zip pan over to the ship

JUN 27 2013

Timing:

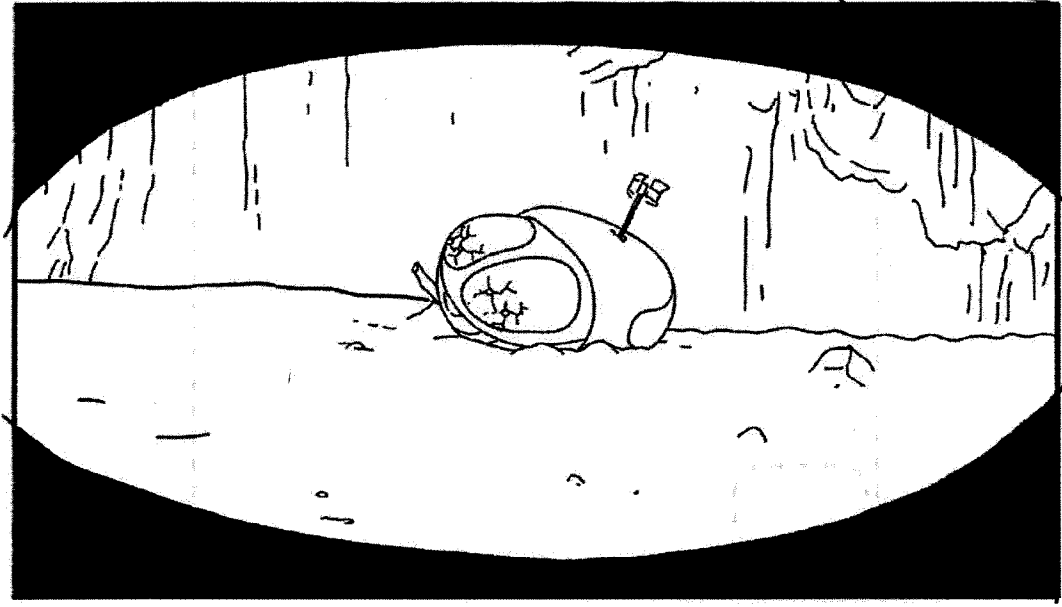
Production :

ADVENTURE TIME

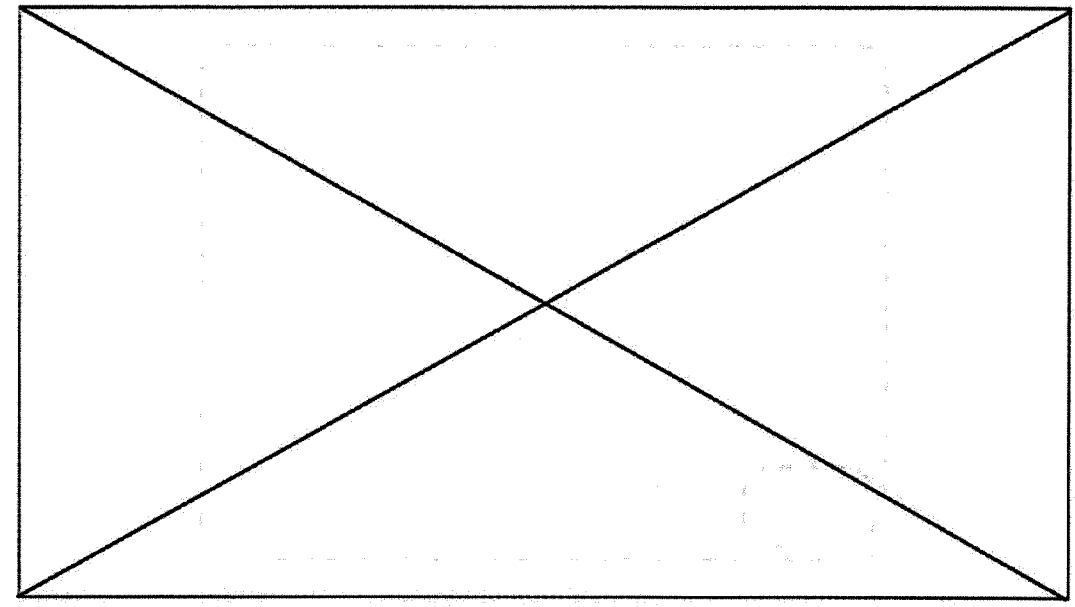


Page 212

Sc. 156 UNT Pnl. J Bg. day night



Sc. Pnl. Bg. day night



<p>Dialog:</p> <p><u>F</u>^{o/s} <u>[GRON.]</u></p> <p>JAMES (off in the distance) vrt vrt vrt.</p>	
<p>Action: Finn's vision starts to narrow</p>	<p>(J)</p> <p>JUN 27 2013</p>
<p>Timing:</p>	

1014-151
EPISODE #
Production :

1014/151

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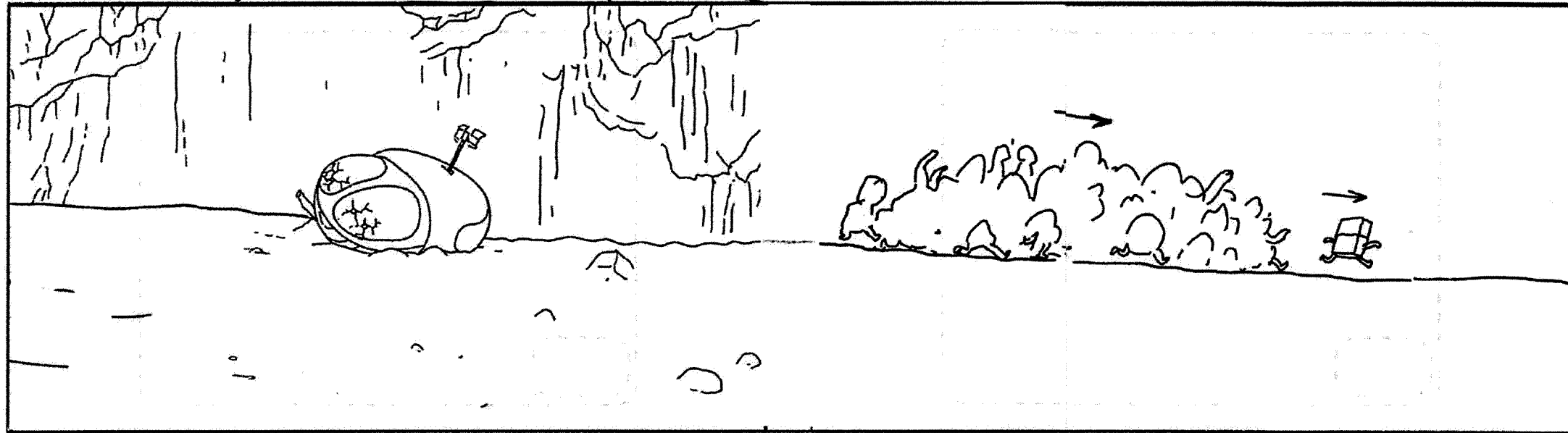
1014/151

ADVENTURE TIME



Page 213

Sc. 156 cont Pnl. K Bg. day night Sc. 156 Pnl. L Bg. day night



Dialog:

JAMES / VRT-VRT-VRT-VRT,
GOO MONSTERS / [CHASING WALLA]

Action:

Pinn's Eye SNAPS open He Looks to the Right. Revealing James is Being Chased By Zombie Crowd.

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

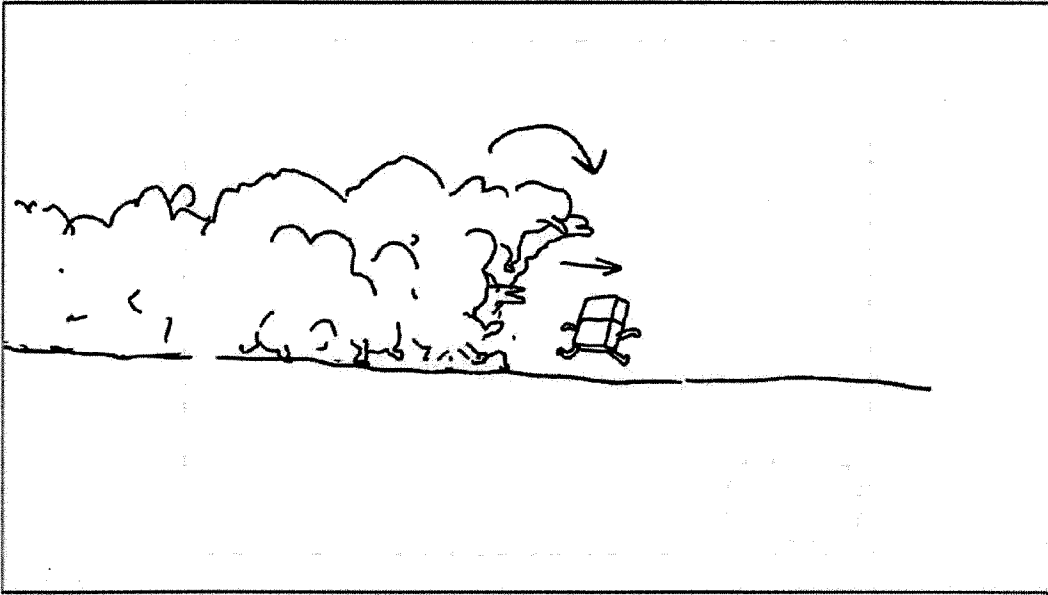
1014/151

ADVENTURE TIME

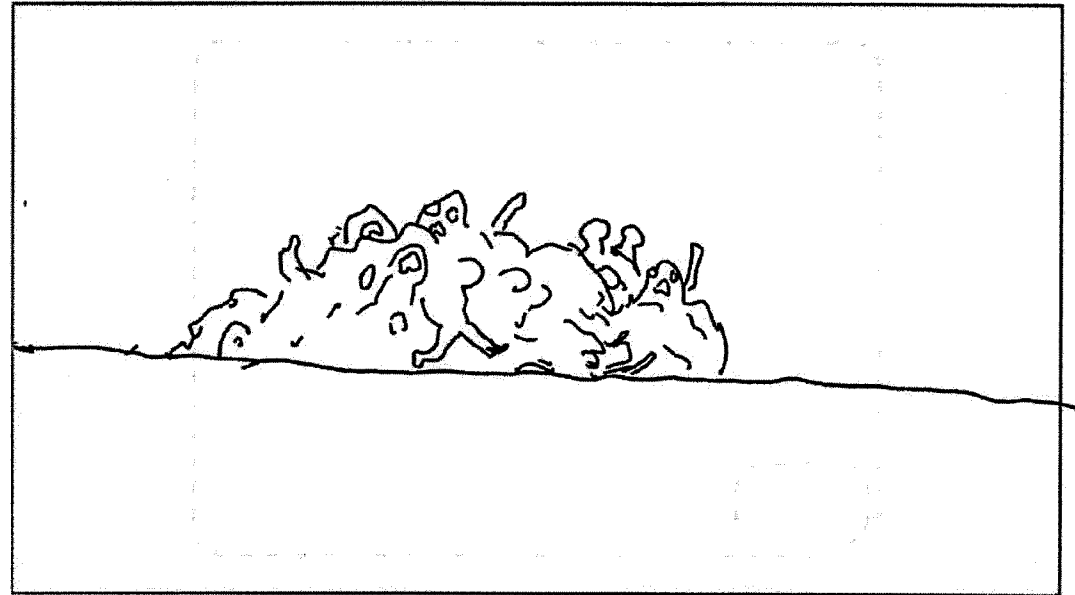


Page 24

Sc. 156 CONT Pnl. M Bg. day night



Sc. 156 CONT Pnl. N Bg. day night



Dialog:	
JAMES/ vrt , vrt , vrt ,	
Action:	AND CRASH DOWN UPON JAMES. Engulfing him
-600 CREATURES REAR UP LIKE A WAVE BREAKING.	
JUN 27 2013	
Timing:	

1014-151
EPISODE #
Production :

1014/151

1014/151

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1014/151

ADVENTURE TIME



Sc. 156 CONT Pnl. "OH Bg.

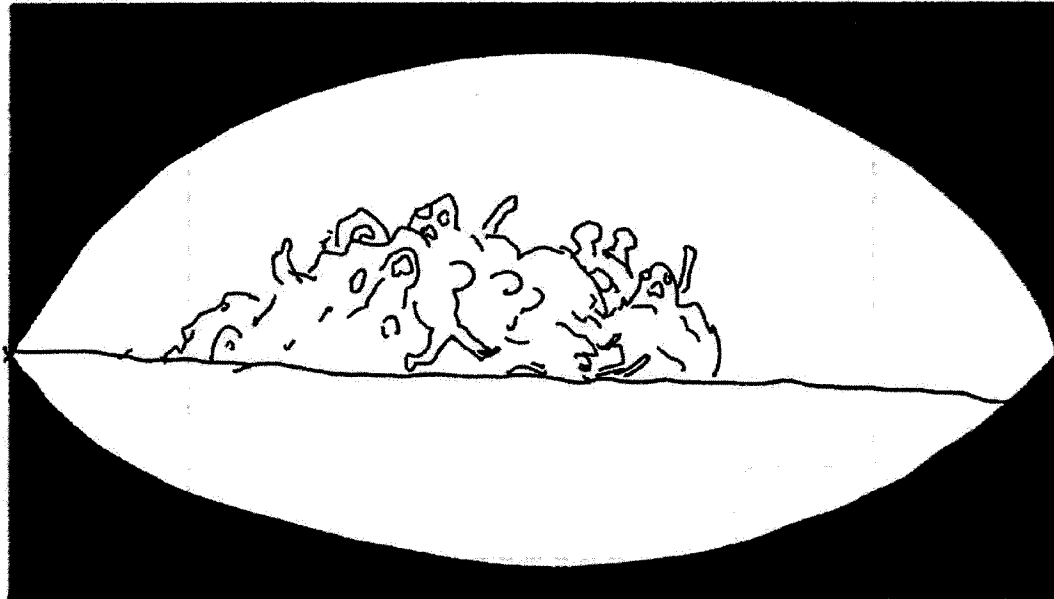
day night

Sc.

156 CONT Pnl. P Bg.

Page 215
day night

Cut



Dialog:	E: (O/S) JAMES!	
Action:	EYE CLOSES AGAIN.	Goes to Black.
Timing:	JUN 27 2011	

EPISODE # 1014-151
Production :

1014/151

1014/151

1014/151

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1014/151

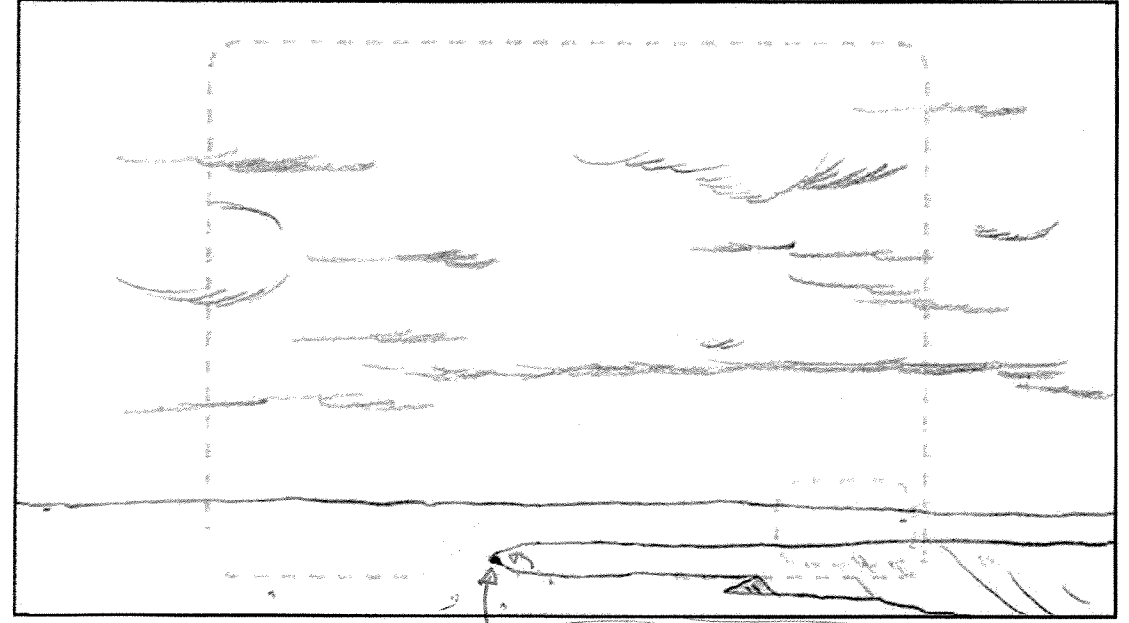
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

ADVENTURE TIME

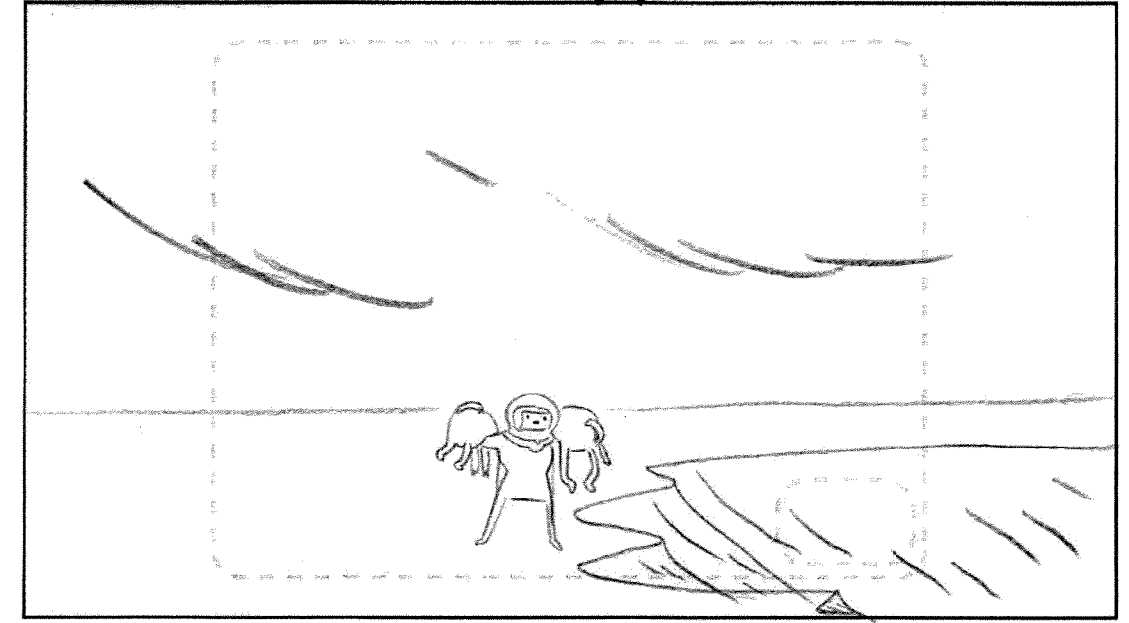




Page 216 *Ho Cut*

Sc. 156A Pnl. A Bg. day night



Sc. 156B Pnl. A Bg. day night



Dialog:	PB W/ FINN + JAKE RISE OUT OF CRATER.	
Action:	+ PB walks out of the hole HOLDING FINN + JAKE + (SUPER WINE OUT)	
Timing:		

JUN 27 2013

EPISODE # 1014-151
1014/151

Production :

1014/151

1014/151

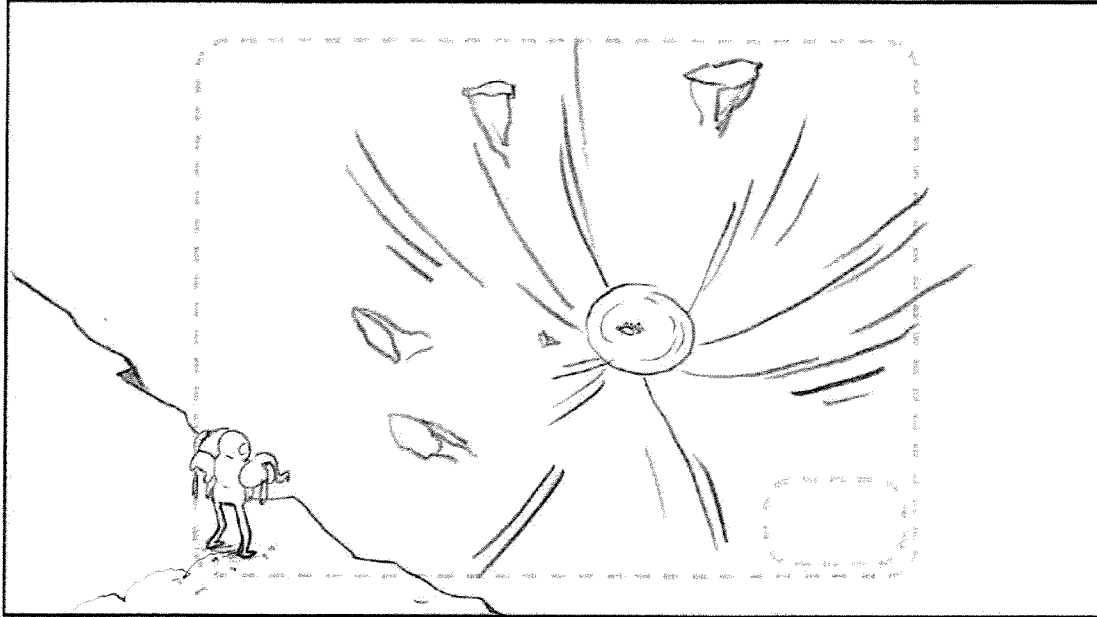
He
Cut

ADVENTURE TIME



Sc. 157 Pnl. A Bg.

day night



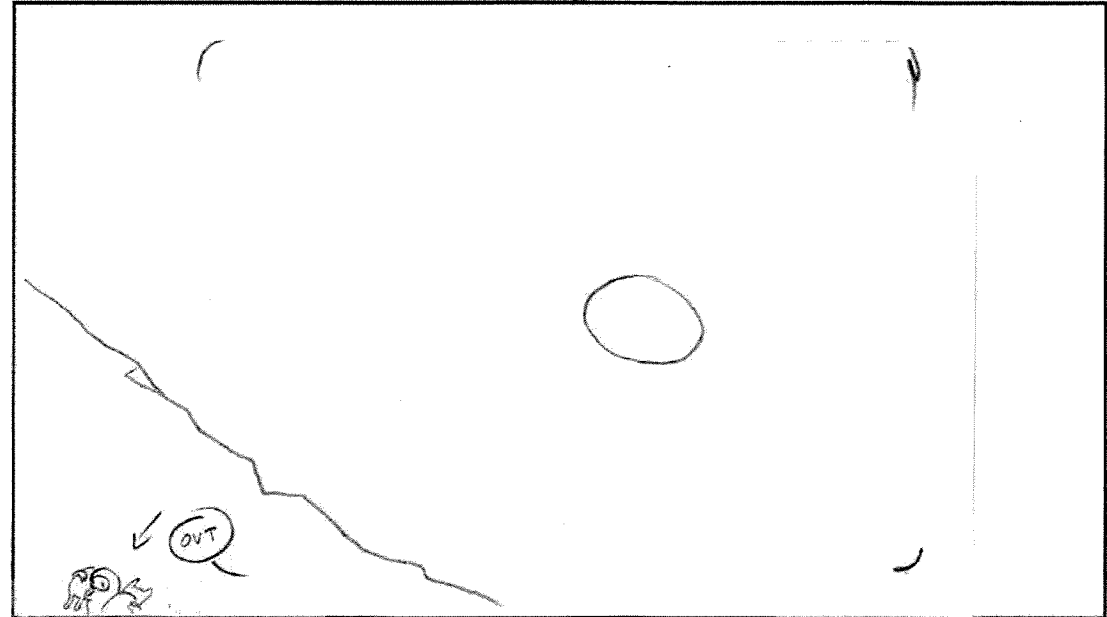
Sc.

157 CONT Pnl. B Bg.

Page

217

day night



Dialog:

GOO -- [DISTANT MONSTER]
MONSTERS SOUNDS

Action:

(PB LOOKS DOWN FOR A BEAT)

-(WALKS OUT OF SHOT)

JUN 27 2013

Timing:

1014-151

EPISODE #

1014/151

Production :

1014/151

1014/151

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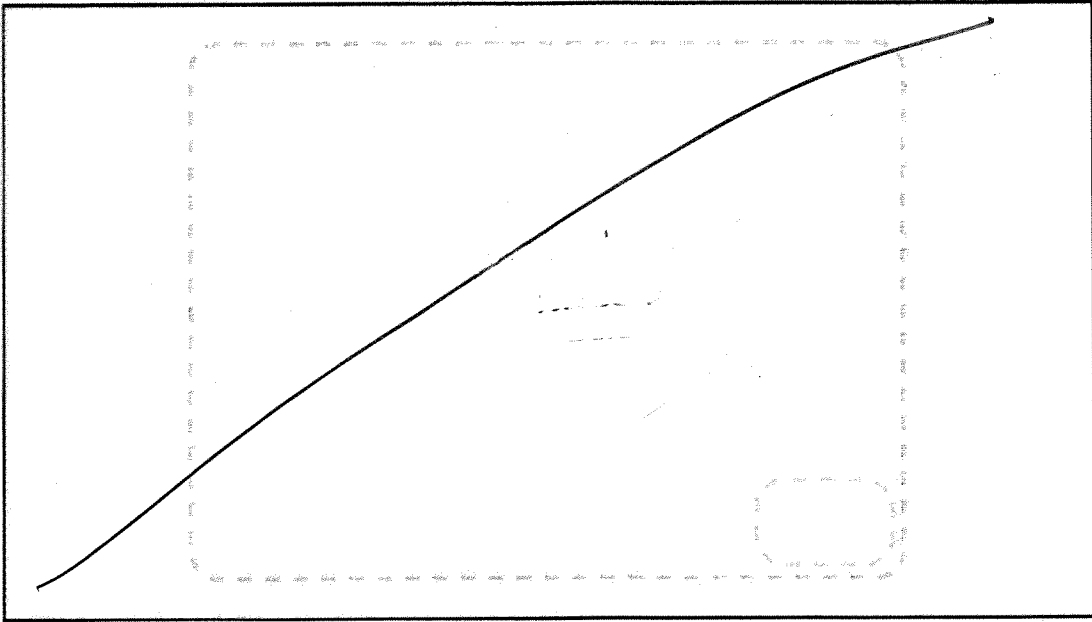
ADVENTURE TIME



Sc. 197 *CONT* Pnl. *C* Bg. day night



Sc. *Cut* Pnl. Bg. day night



Dialog:

*FADE to
Black Fr.
(a) post*

Action:

JUN 27 2013

Timing:

EPISODE #

1014-151

Production :

1014/151

1014/151

Cut

ADVENTURE TIME



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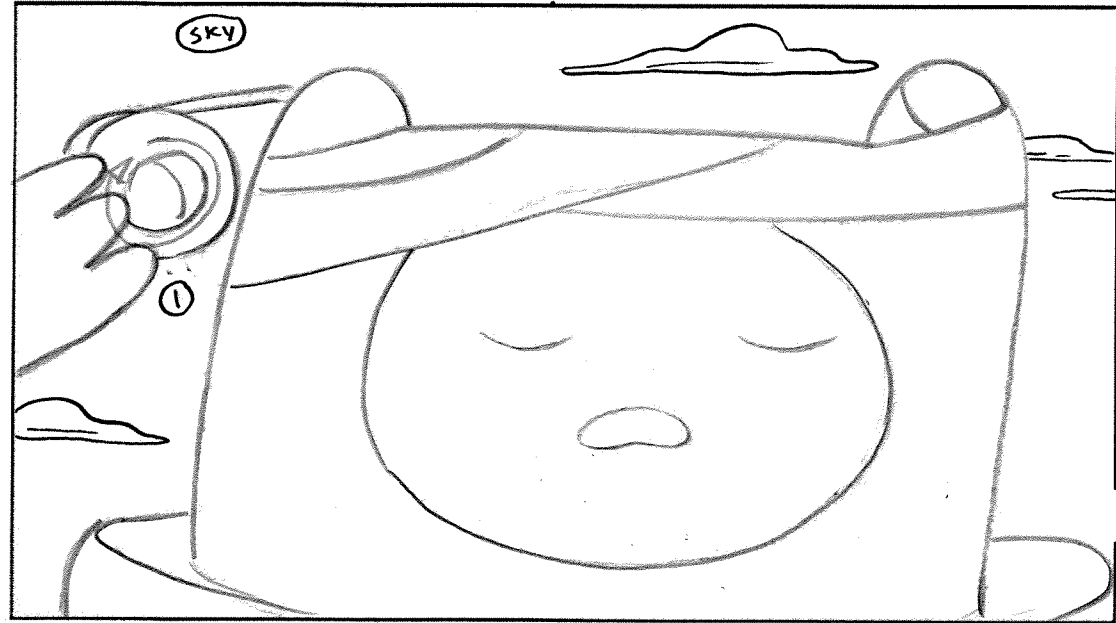
HU
Cut

Sc. 158

Pnl. A

Bg.

day night



Sc. 158

CONT

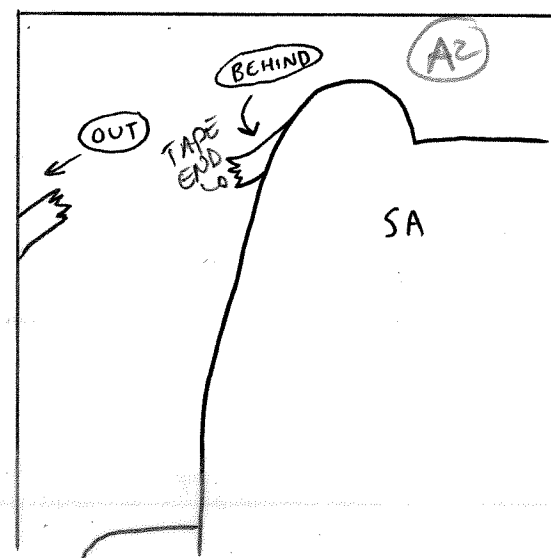
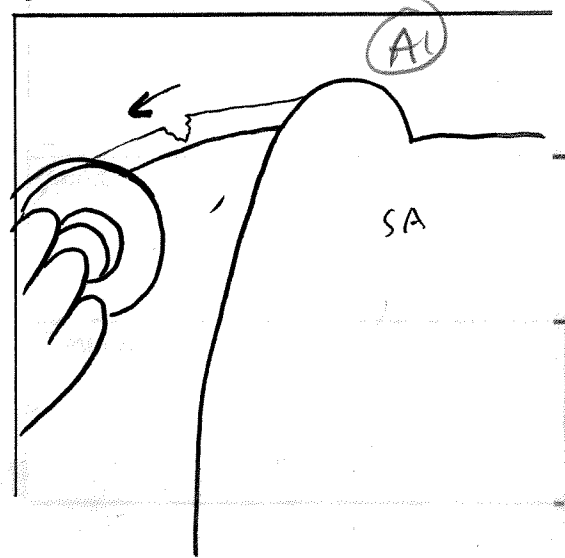
Pnl. B

Bg.

NO PG 220
day night



Dialog:



(HAND MOVES OUT OF SHOT)

JUN 27 2013

Production :

EPISODE #

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1014/151

1014/151

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1014/151

Ho Cut

ADVENTURE TIME



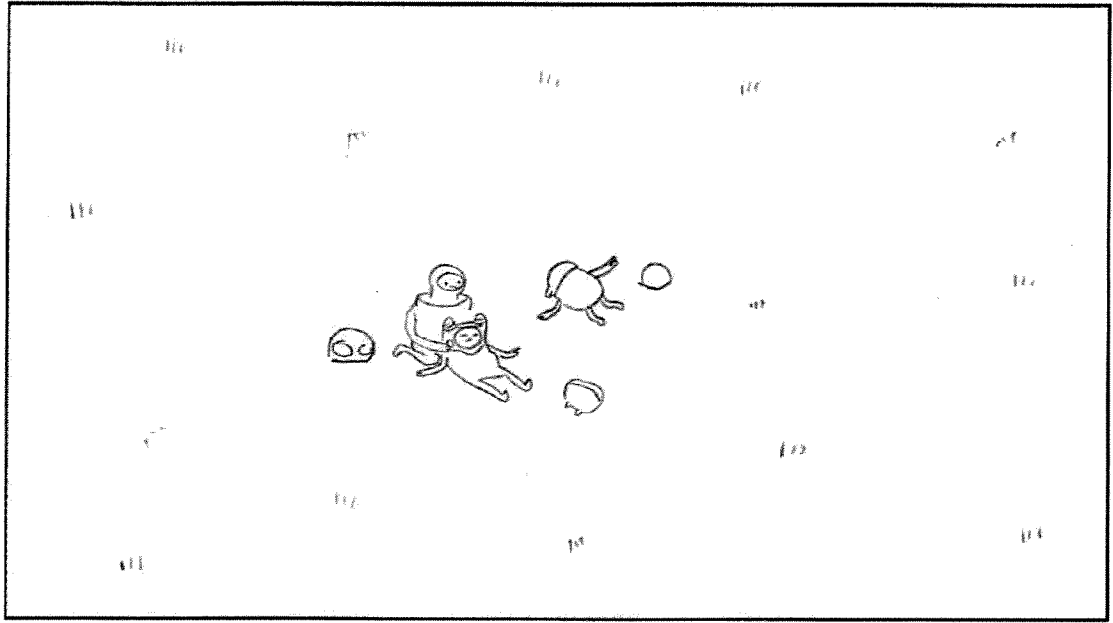
Ho Cut

Sc. 159

Pnl. A

Bg.

day night

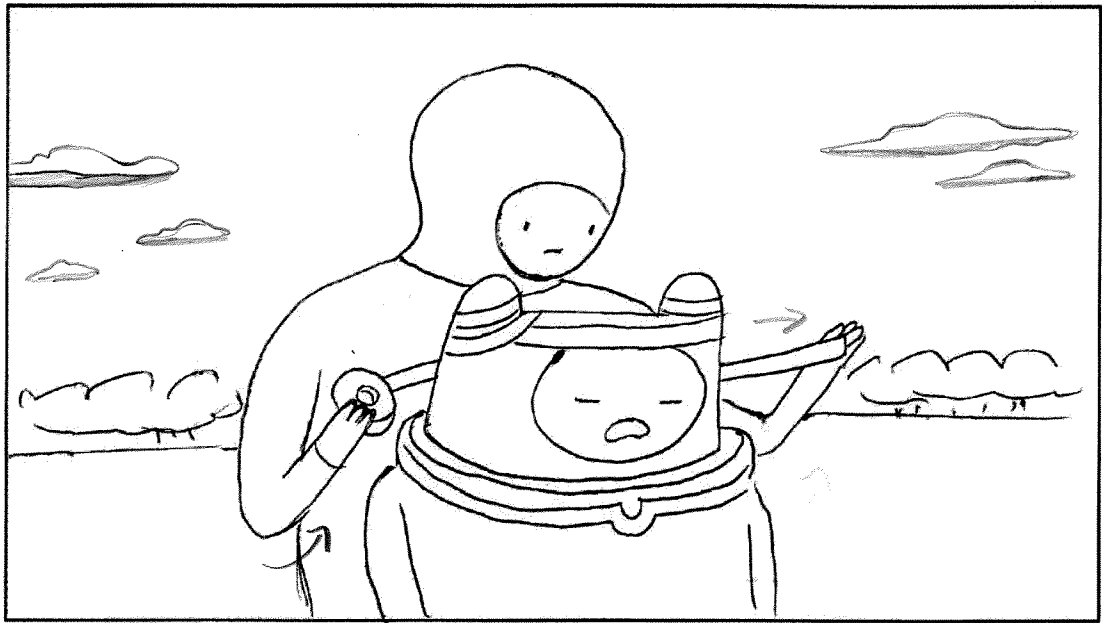


Sc. 160

Pnl. A

Bg.

day night

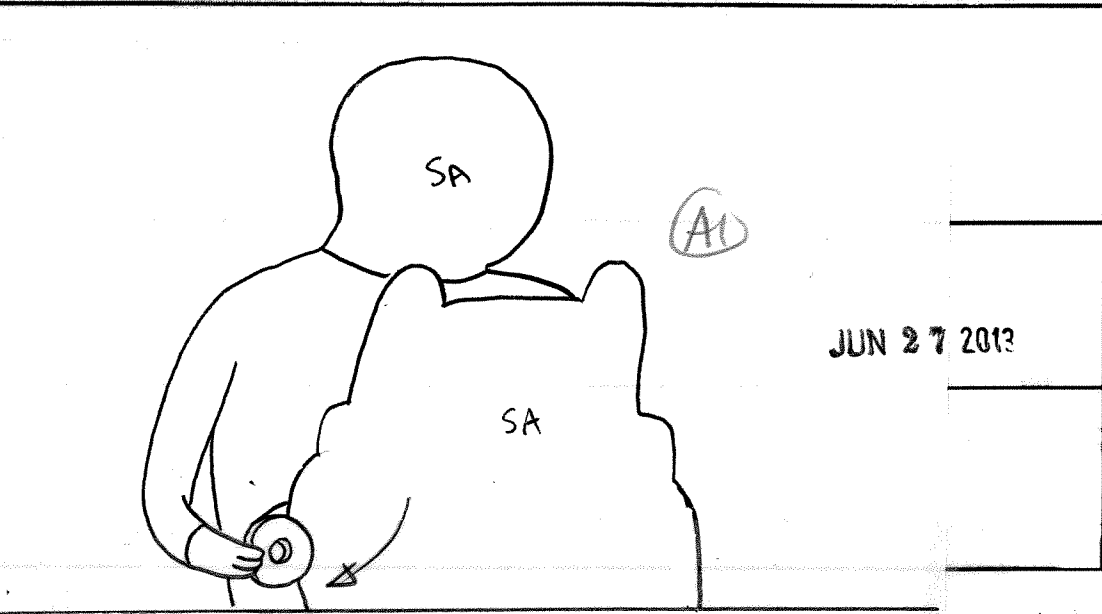


Dialog:

Action:

-EXT GRASLANDS

Timing:



1014-151

EPISODE #

1014/151

Production :

1014/151

ADVENTURE TIME



Page 222

Sc. 160 *CONT* Pnl. B

Bg.

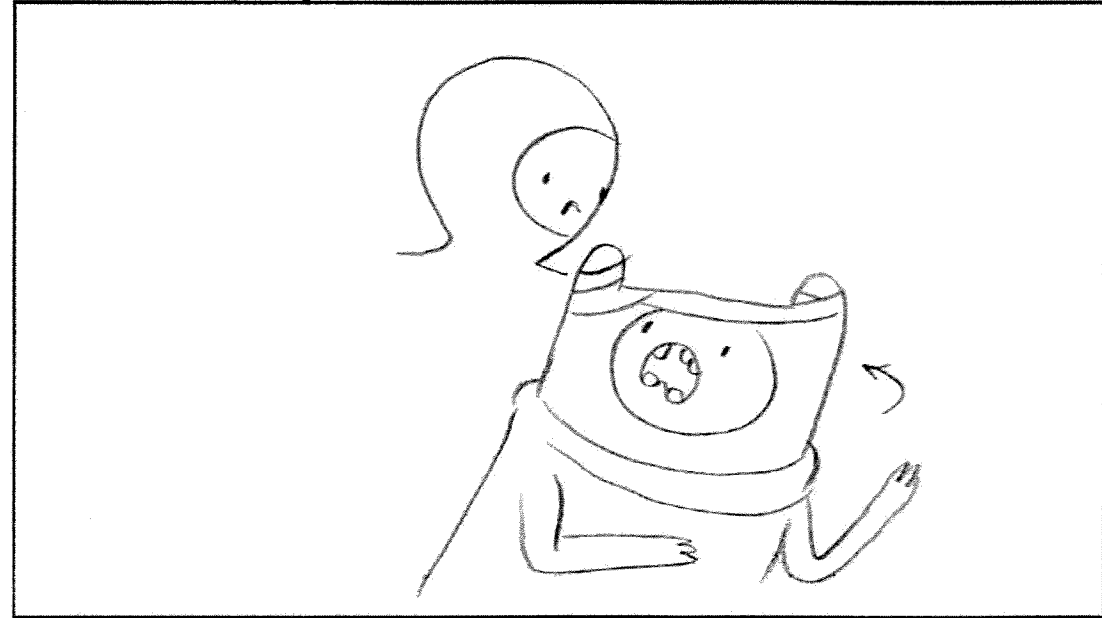
day night



Sc. 160 *CONT* Pnl. C

Bg.

day night



Dialog:

(F) BAH! JAMES, LOOK OUT!

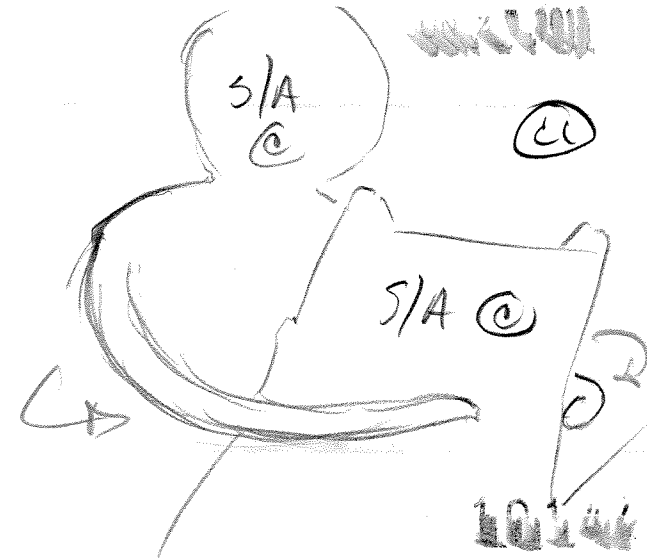
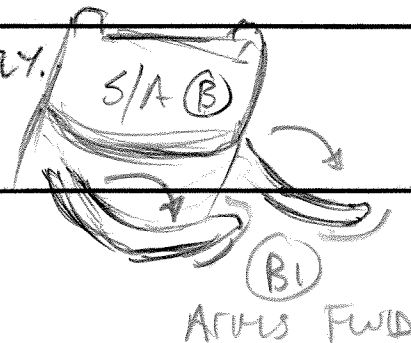
Finn: PB! What's going on?

Action:

- F WAKES UP ABRUPTLY.

- F TURNS

Timing:



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1014/151

1014/151

ADVENTURE TIME



NO
SC. 161

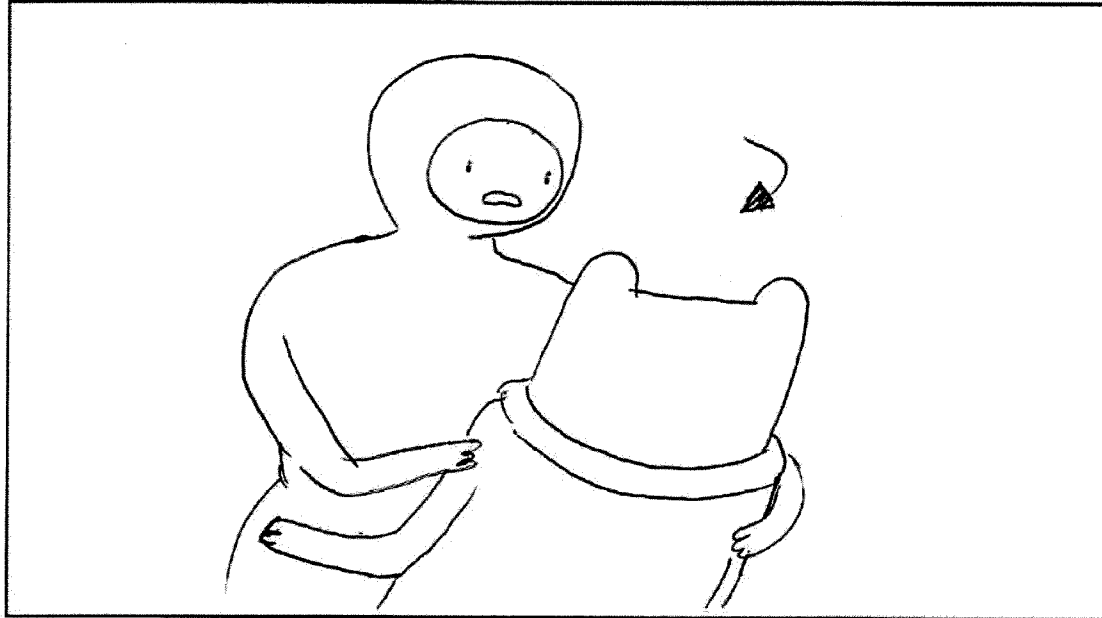
Page 223

Sc. 160 *CONT*

Pnl. D

Bg.

day night

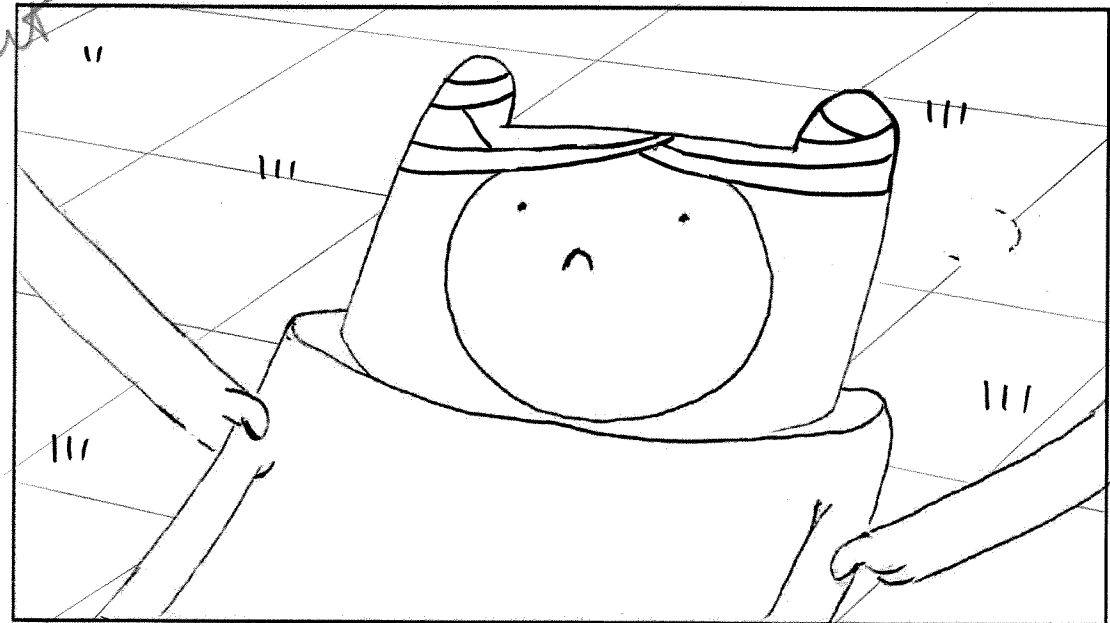


Sc. 162

Pnl. A

Bg.

day night



Dialog:

PB: FINN I NEED TO EXPLAIN SOMETHING REALLY
HEAVY. I WAS THE ONE WHO SABOTAGED ALL
YOUR ESCAPE

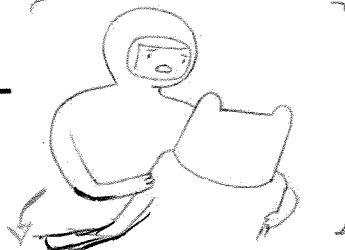
(PB) (VO)

plans. I calculated the chance of --

Action:

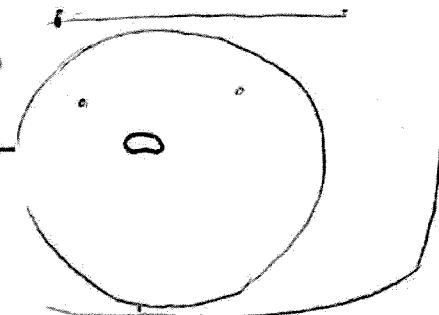
-PB SPINS FINN AROUND

Timing:



(D)

(A)



JUN 27 2013

Production :

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1014/151

1014/151

*Hu
Cut*

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1014/151

ADVENTURE TIME



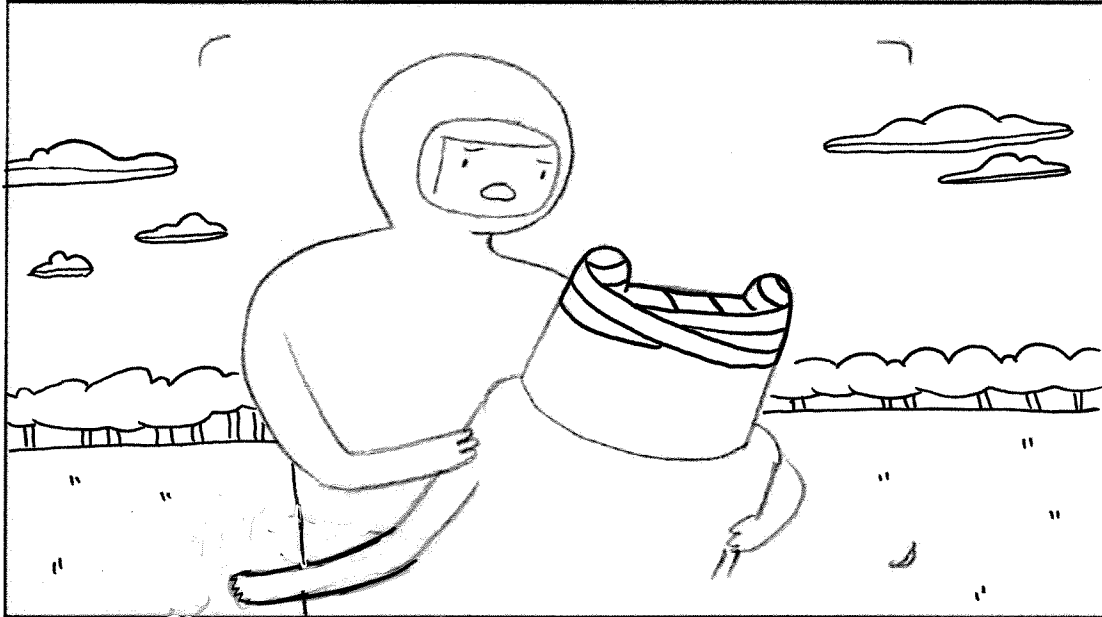
Page 224

Sc. 163

Pnl. A

Bg.

day night

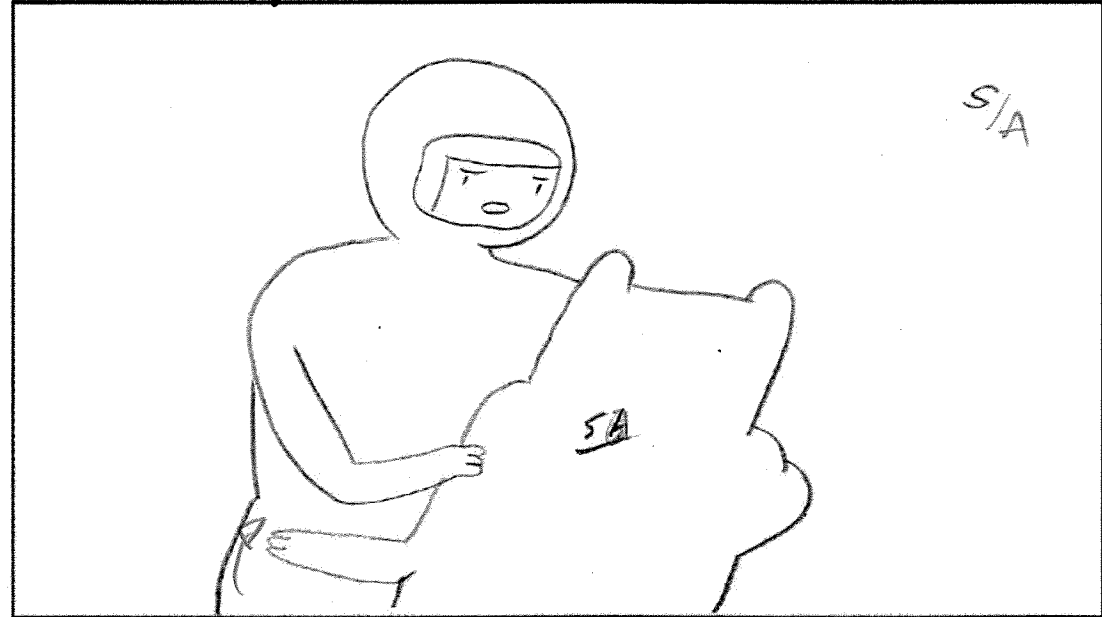


Sc. 163 *CONT*

Pnl. B

Bg.

day night



Dialog:

(PB) --success for every possible escape plan...

(PB) And none of them were going to work.

Action:

JUN 27 2013

Timing:

EPISODE #

1014-151

1014/151

Production :

1014/151

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ADVENTURE TIME

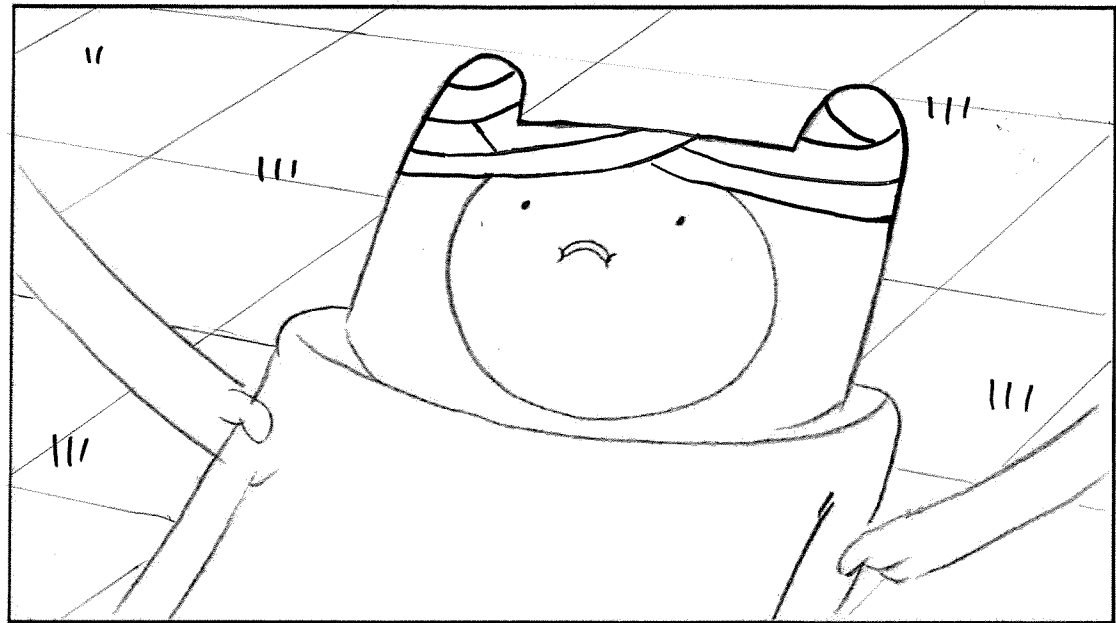


Sc. 164

Pnl. A

Bg.

day night



Sc. 165

Pnl. A

Bg.

day night



Dialog:

(PB) (O.S.) YOU SAID IT YOURSELF...
THERE WAS ONLY ONE
WAY OUT.

(PB) SOME ONE WAS GOING TO
HAVE TO EAT THE BIG ONE
TO SAVE THE OTHERS...

Action:

JUN 27 2012

Timing:

EPISODE #

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1014/151

Production :

1014/151

ADVENTURE TIME



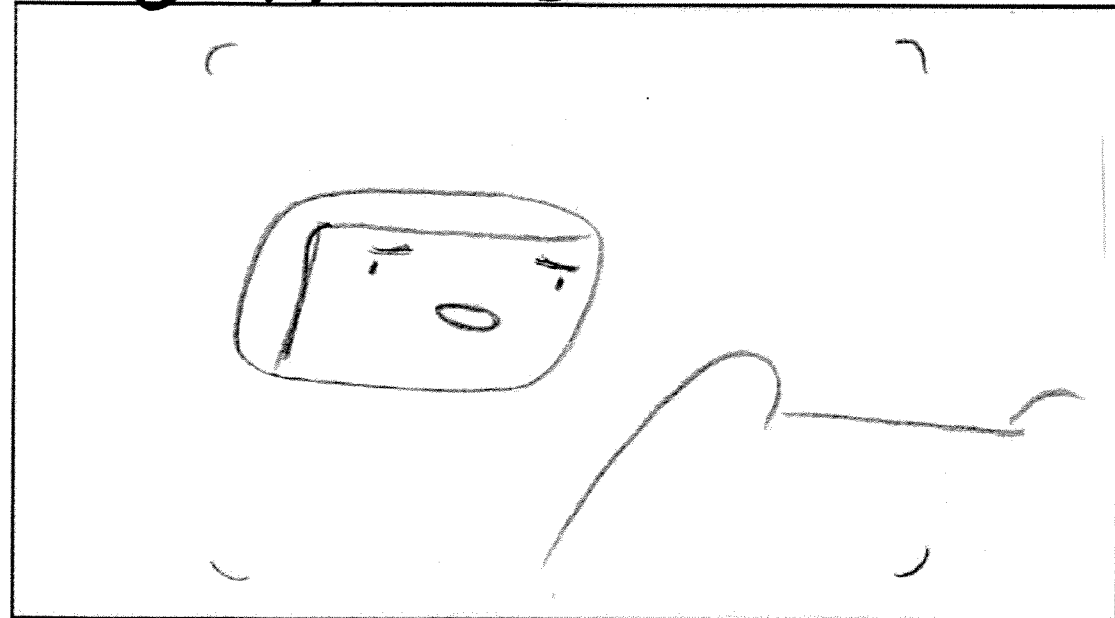
HO
CUT

Sc. 165 CONT Pnl.

B

Bg.

day night



Sc.

166

Pnl.

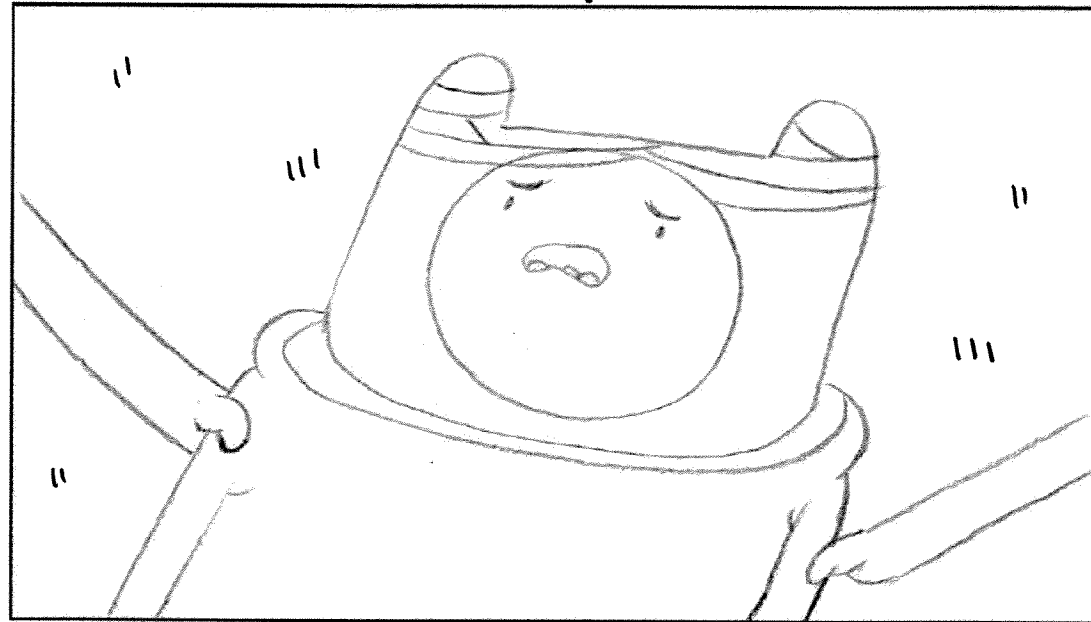
A

Bg.

Page

226

day night



HO
CUT

1014-151

EPISODE #

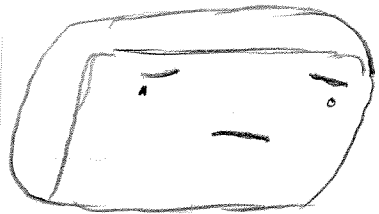
1014/151

Dialog:

(AB) - James did something really noble to save us...

(F) - BUT... I wanted to do it!! why didn't you let me?

Action:



(BL)

JUN 27 2013

Timing:

Production :

ADVENTURE TIME

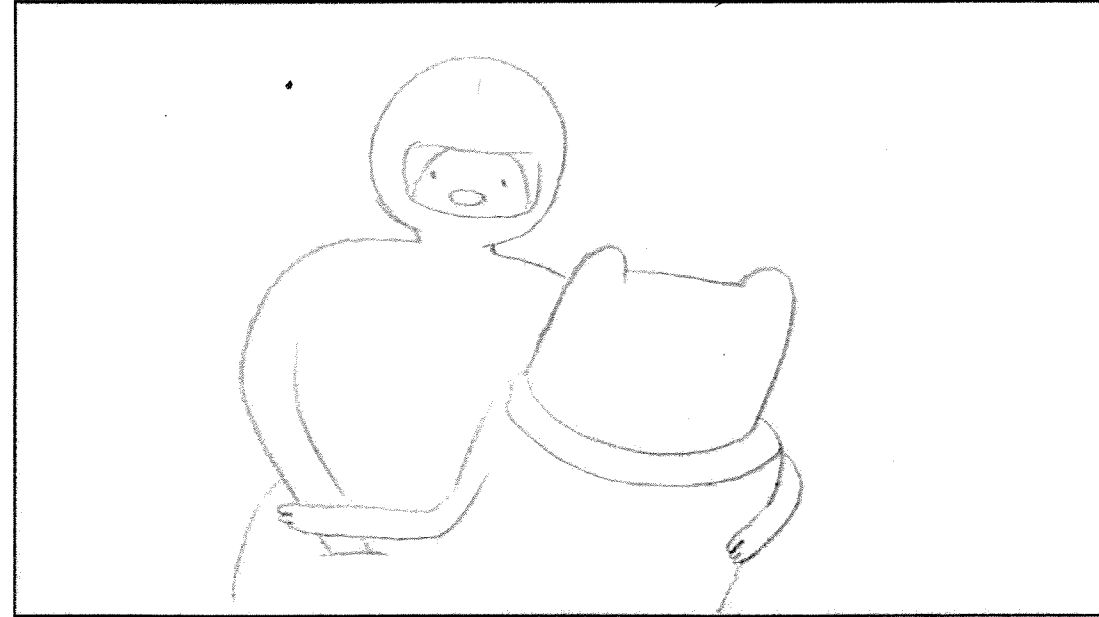


Page 227

Sc. **167** Pnl. **A** Bg. day night



Sc. **167 cont** Pnl. **B** Bg. day night



Dialog:

(PB) there's a reason.

PB/ With this--

Action:

(PB) REACHES INTO POCKET.

JUN 27 2011

Timing:

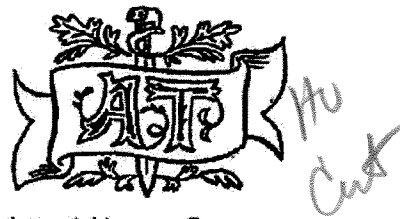
EPISODE #

1014/151 1014-151

Production :

1014/151

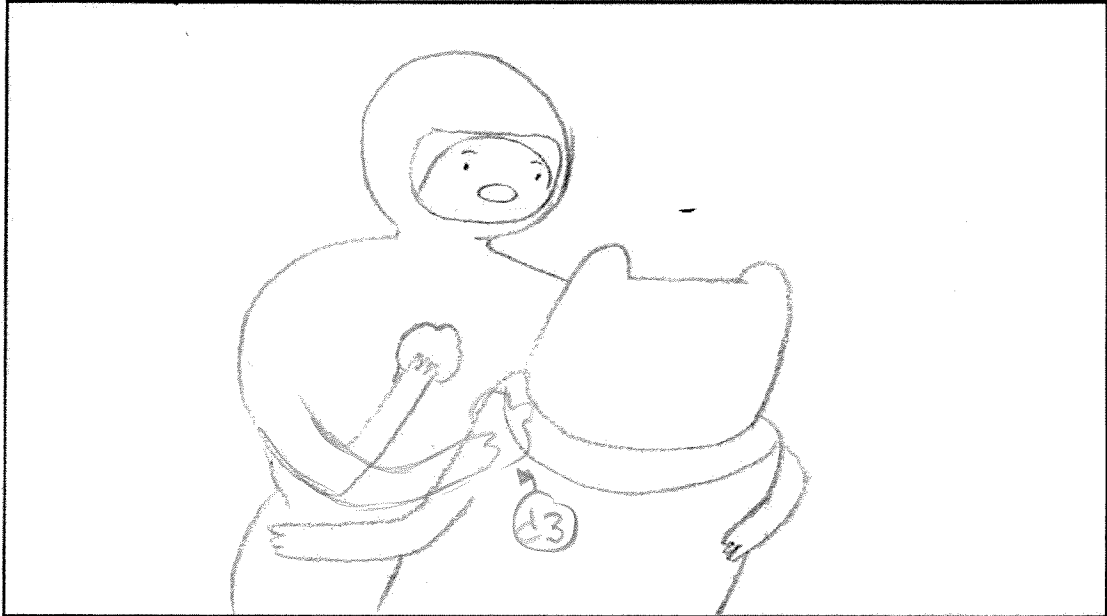
ADVENTURE TIME



Sc. 167 cont Pnl. C

Bg.

day night

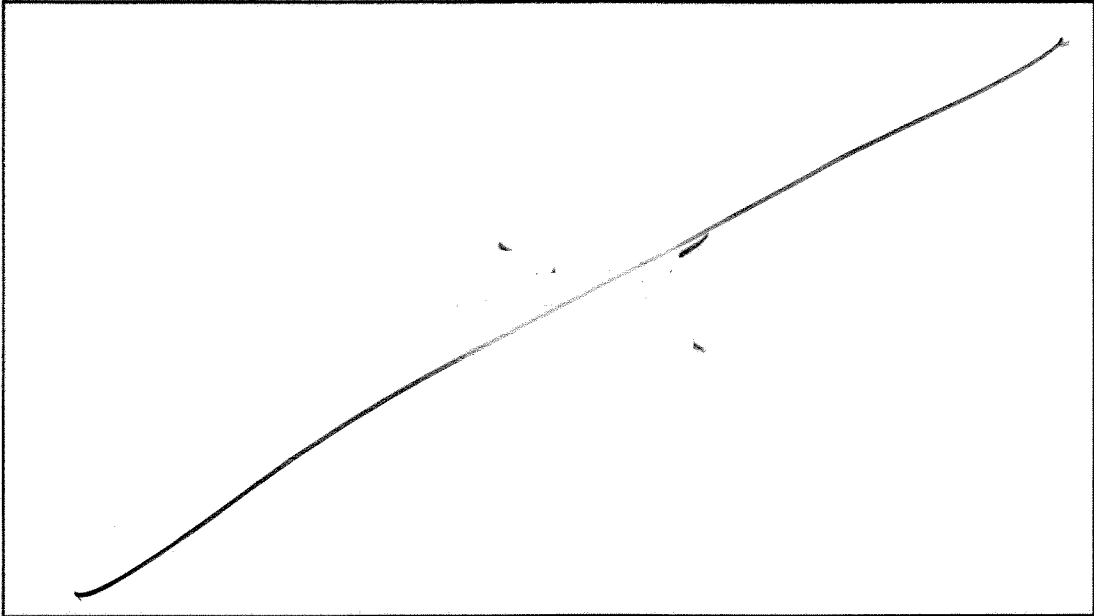


Sc.

Pnl.

Bg.

day night



Dialog:

PB -- sample of James I can clone a new one. He's candy, but your not. I can't clone another you.

Action:

- PB PULLS OUT PIECE OF JAMES.

Timing:



JUN 27 2013

Production :

EPISODE #

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1014/151

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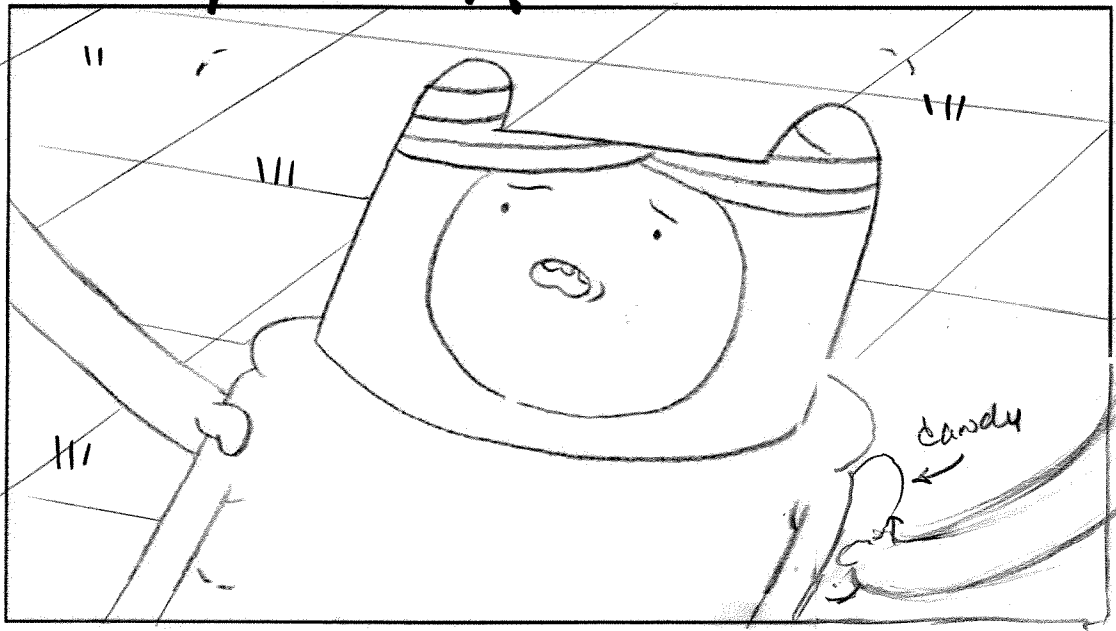
Ho
Cut

ADVENTURE TIME



Ho
Cut

Sc. **168** Pnl. **A** Bg. day night



Sc. **169** Pnl. **A** Bg. day night



Dialog:	<p>(F) - (uncomfortable) ... Whoa...</p> <p>(PB) - I made the best choice available</p>
Action:	
Timing:	

JUN 27 2013

Ho
Cut

EPISODE # 1014-151

1014/151

Production :

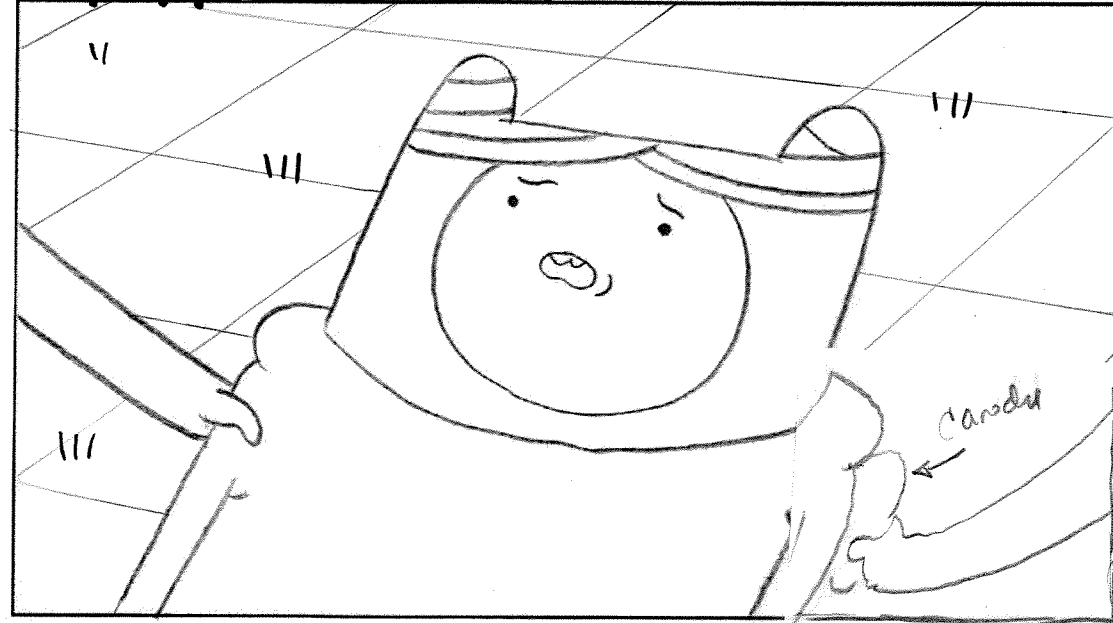
1014/151

ADVENTURE TIME

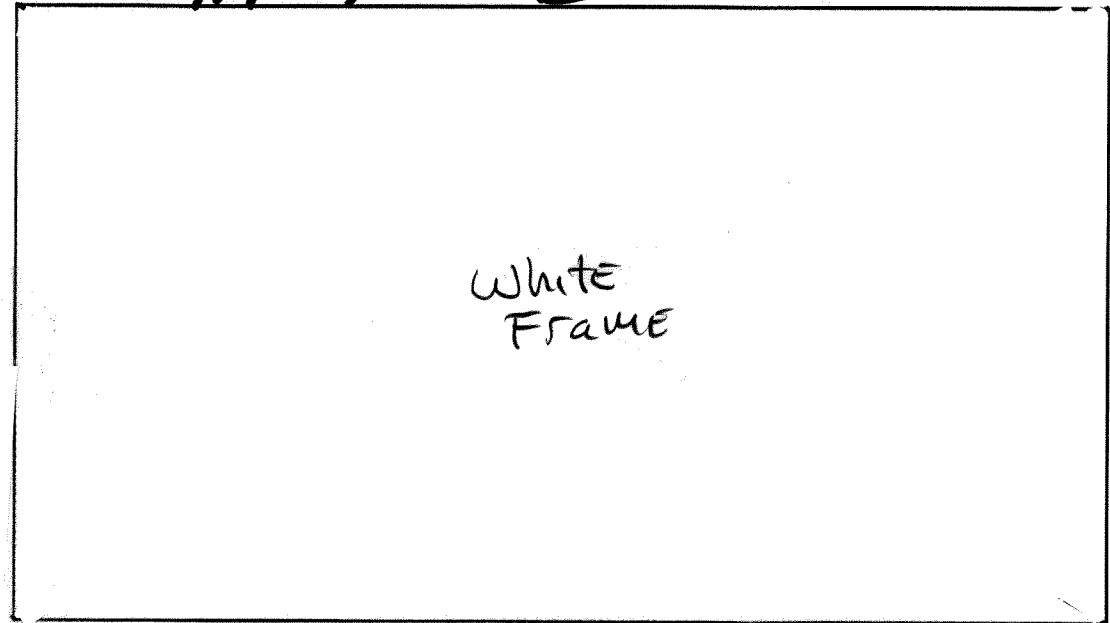


Page 230

Sc. **169A** Pnl. **A** Bg. day night



Sc. **169A cont** Pnl. **B** Bg. day night



Dialog:	<p>FADE to White Fr. to Post</p>
Action:	
Timing:	

JUN 27 2013

HO
Cut

1014-151

EPISODE #

1014/151

Production :

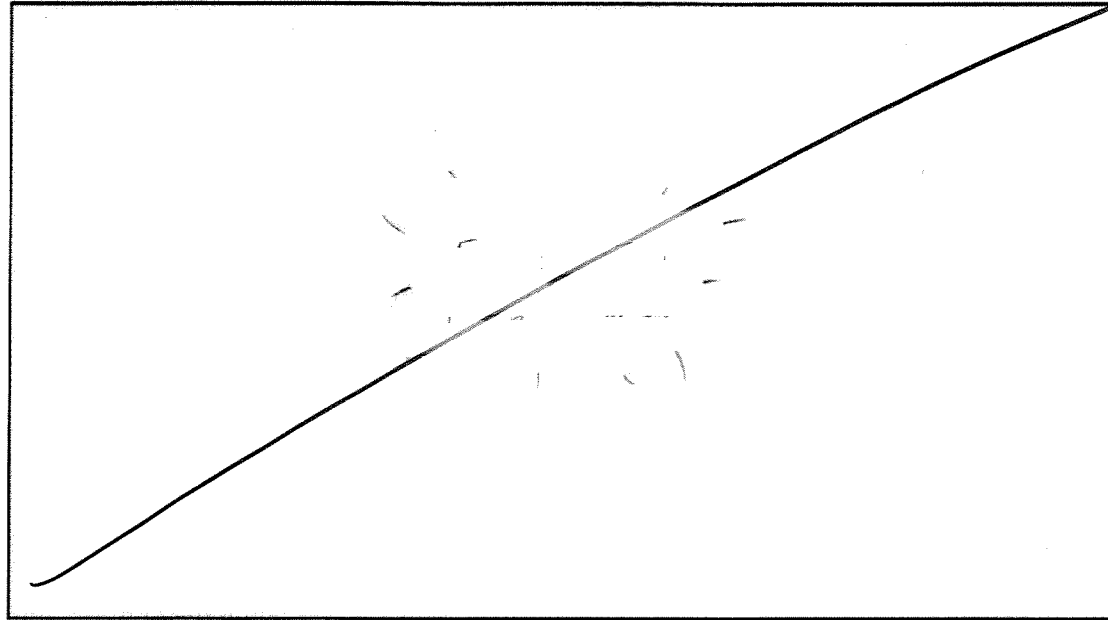
1014/151

ADVENTURE TIME

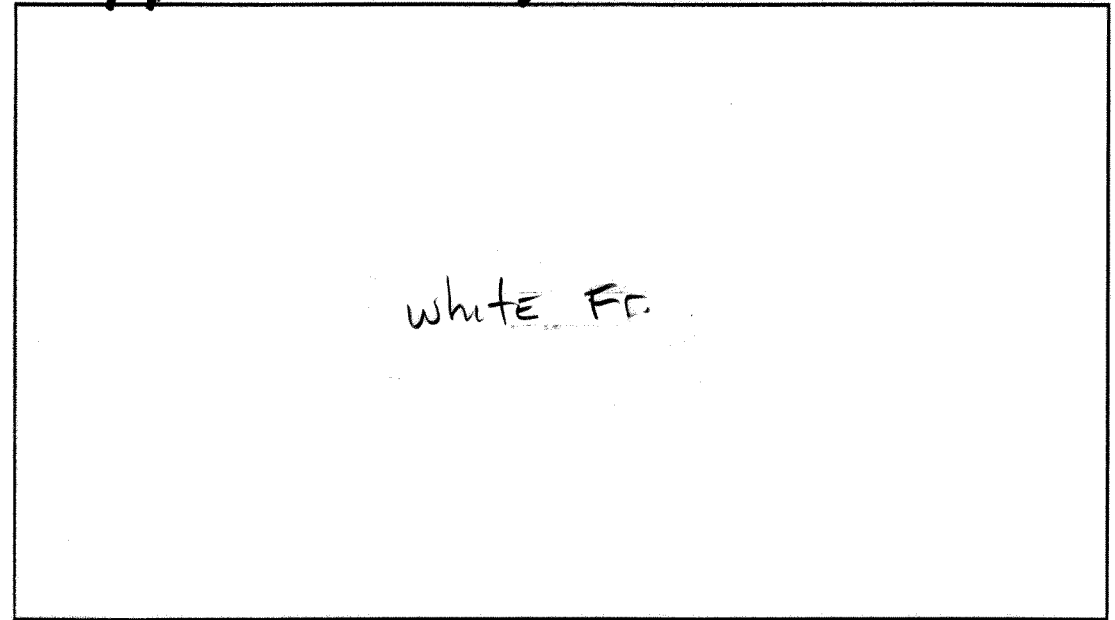


Page **231**

Sc. Pnl. Bg. day night



Sc. **170** Pnl. **A** Bg. day night



Dialog:	<u>Sfx</u> (whoosh)	Sfx (whoosh)	
Action:			
Timing:			

JUN 27 2013

EPISODE #

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1014/151

Production :

1014/151

1014/151

ADVENTURE TIME



Page **232**
day night

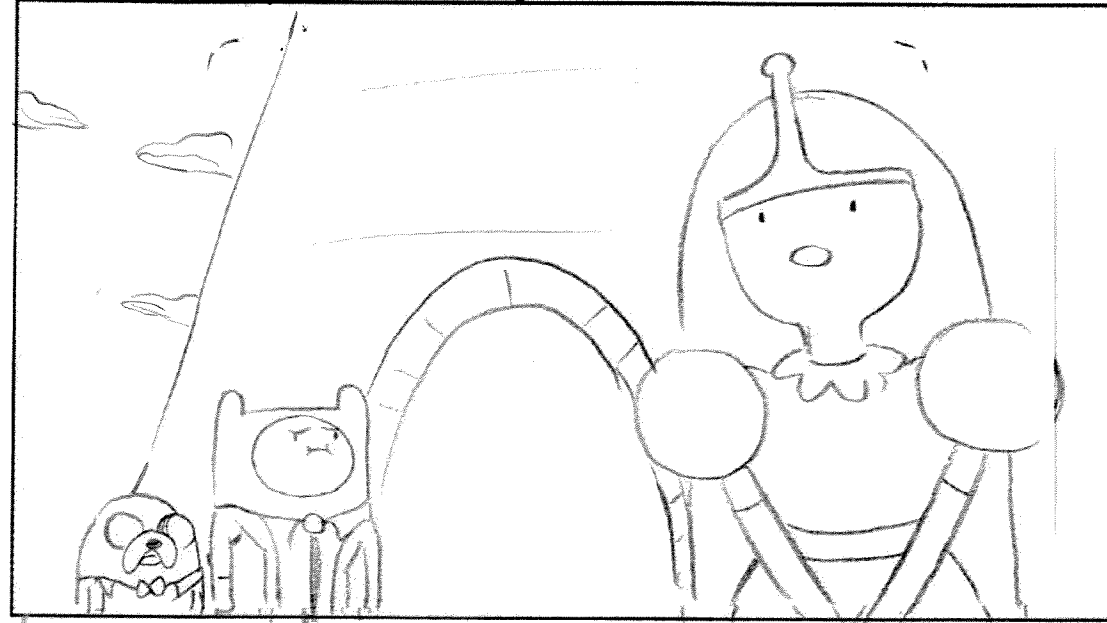
Sc.

170 cont.

B

Bg.

day night



Sc.

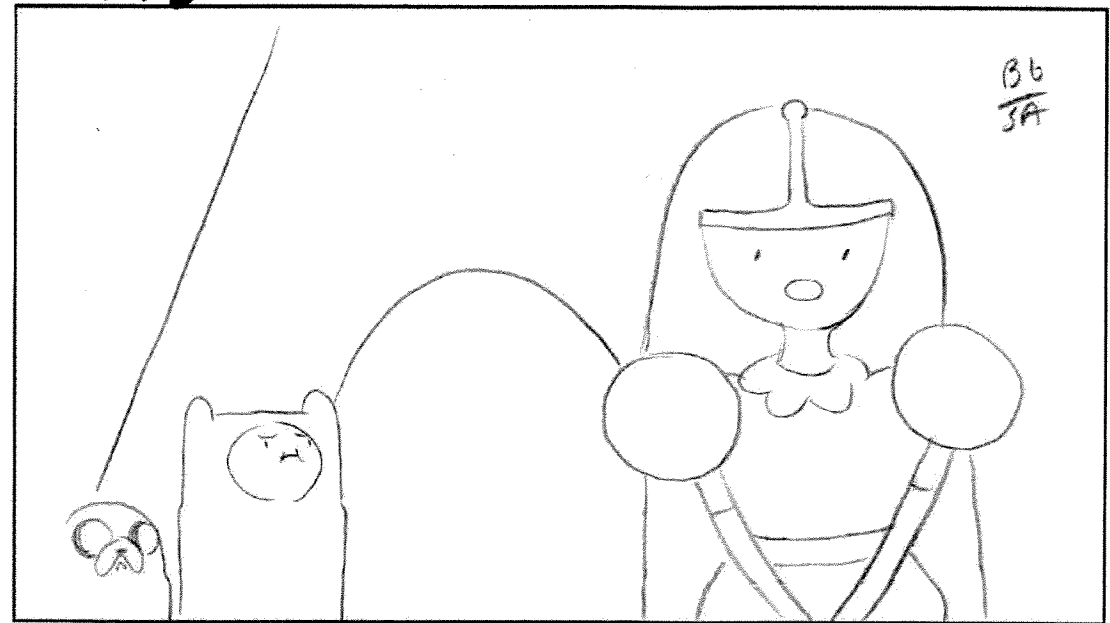
170 cont

Pnl.

C

Bg.

day night



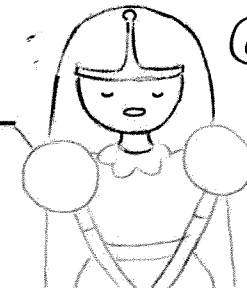
Dialog:

(PB) JAMES SERVED THE
CANDY KINGDOM ON A
dangerous mission.

Action:

Timing:

(PB) AND even though he
is gone and it's super
sad I would like to
HONOR



(CL)

JUN 27 2013

EPISODE # 1014-151

1014/151

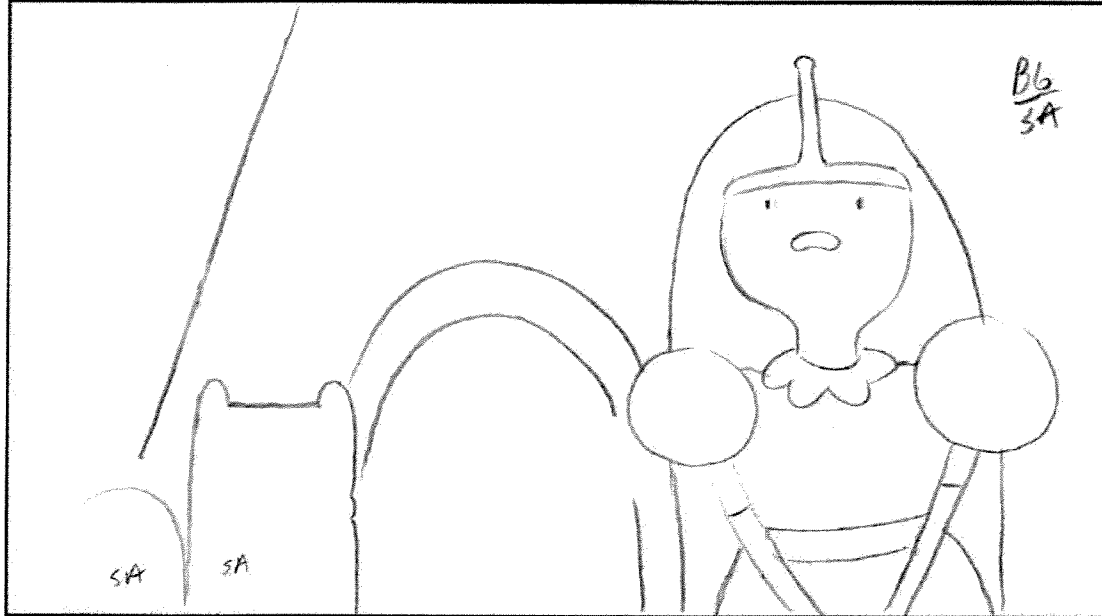
Production :

1014/151

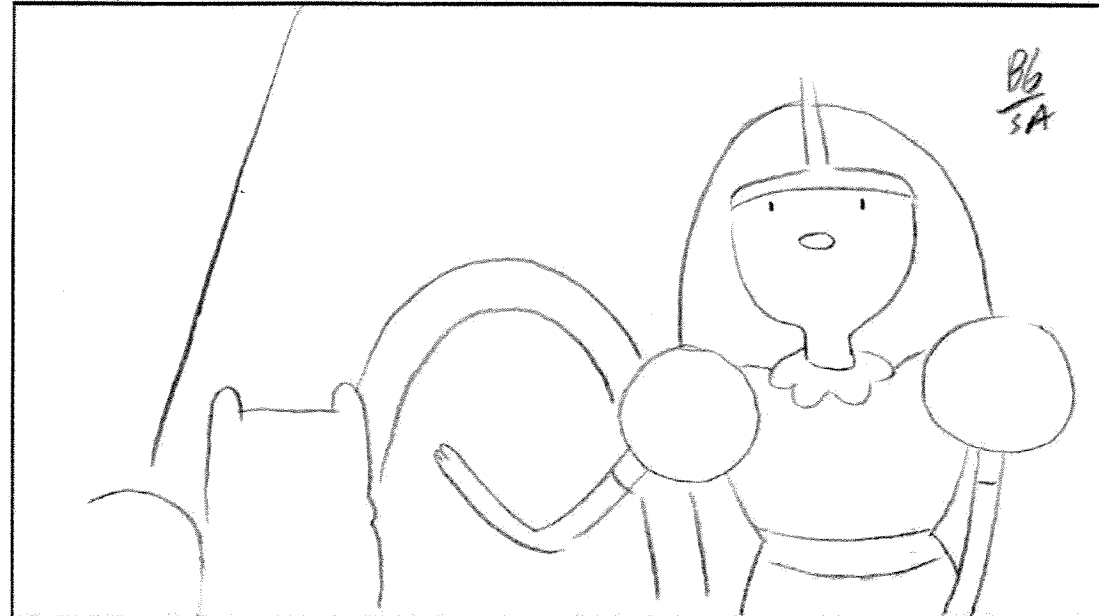
ADVENTURE TIME



Sc. **170 CONT** Pnl. **D** Bg. day night



Sc. **170 CONT** Pnl. **E** Bg. day night



Dialog:

(PB): JAMES

(PB) --with this new James I
whipped up in the lab.

Action:

(EI) Flip gesture
ONS

JUN 27 2013

Timing:

EPISODE #

1014-151

1014/151

Production :

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ADVENTURE TIME

Sc.

171

Pnl. A

Bg.

day night

Sc.

171 cont

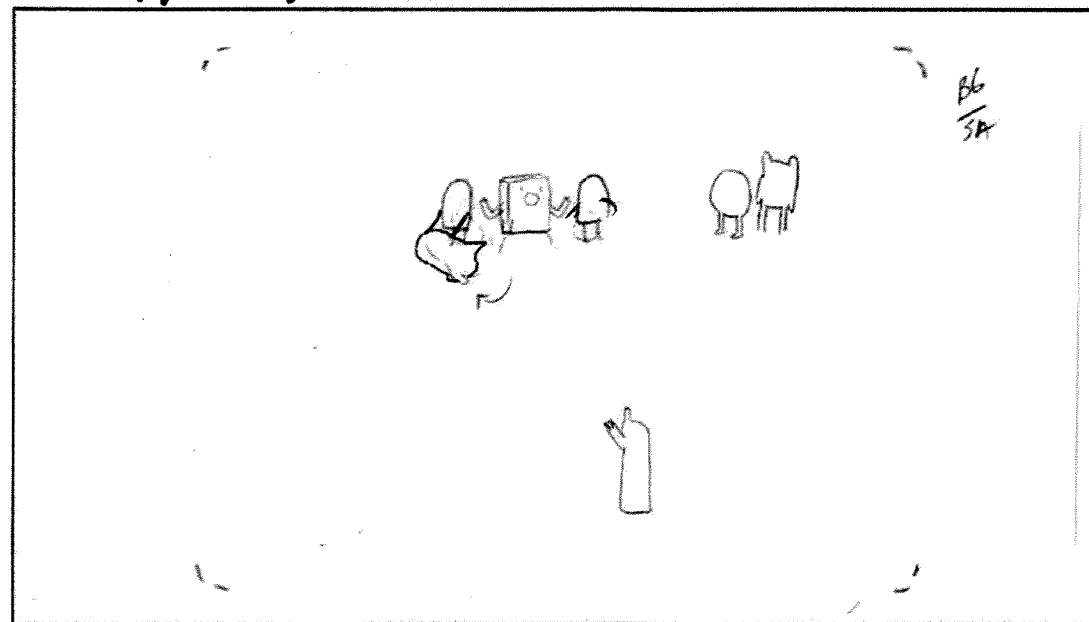
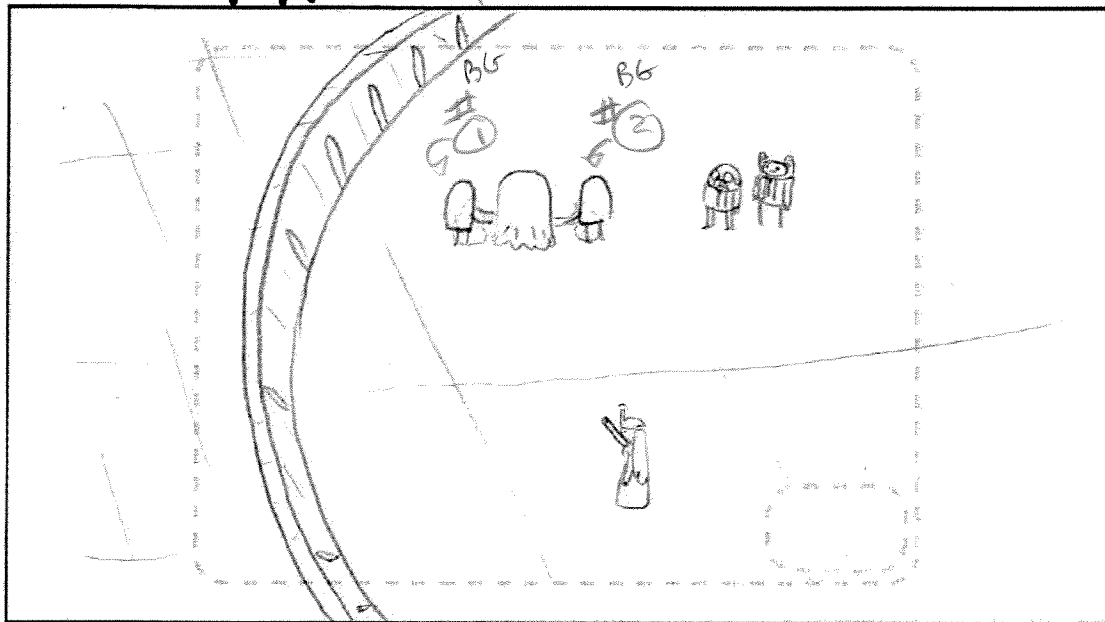
Pnl. B

Bg.

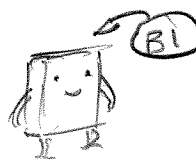
Page

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day night



Dialog:



Action:

- BANANA GUARDS *they* RIPS off sheet.

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Timing:

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EPISODE #

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Production :

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Ho
cut

ADVENTURE TIME



Sc.

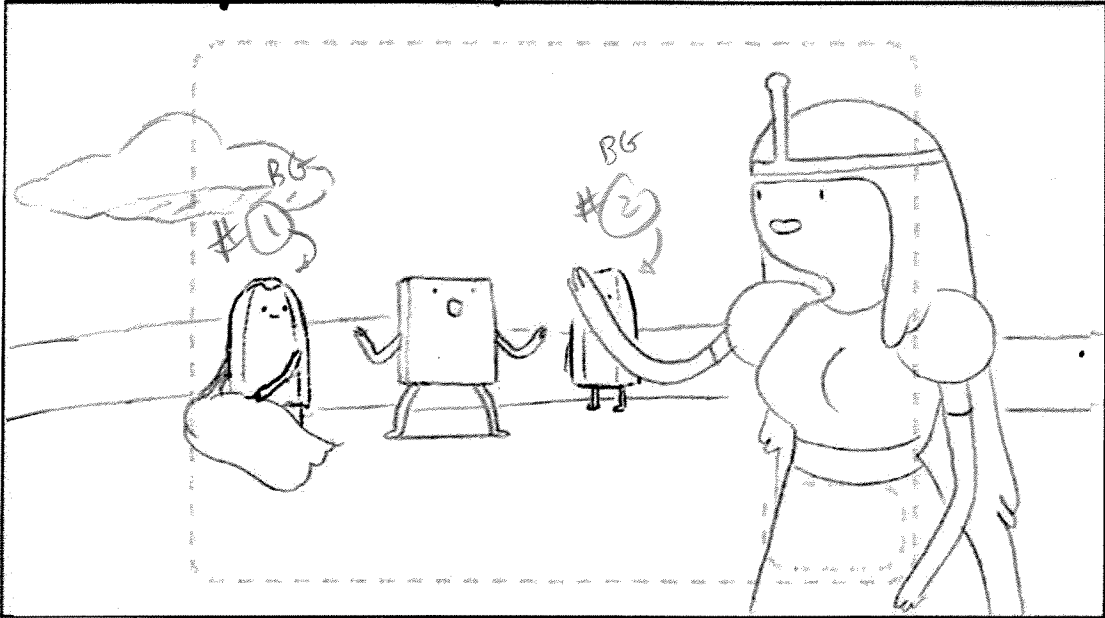
172

Pnl.

A

Bg.

day night



Sc.

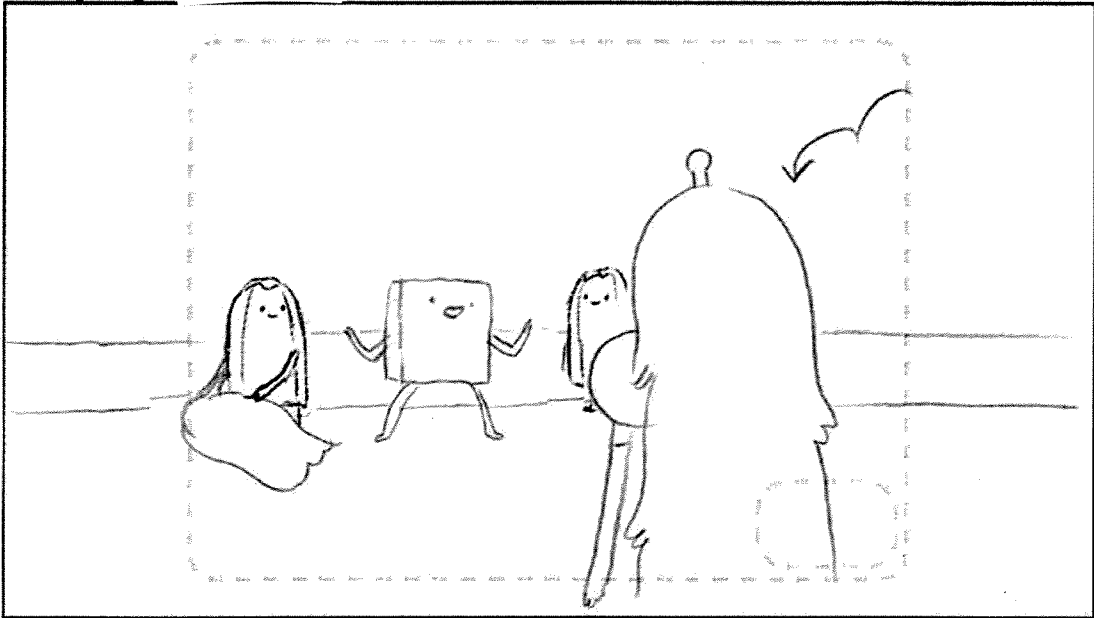
172 CONT

Pnl.

B

Bg.

day night



Page

235

Ho
cut

1014-151

EPISODE #

1014/151

Dialog:

James/ Vrrrt vrrt!

Action:

- PJ walks to JAMES

JUN 27 2013

Timing:

Production :

1014/151

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1014/151

pb cut

ADVENTURE TIME



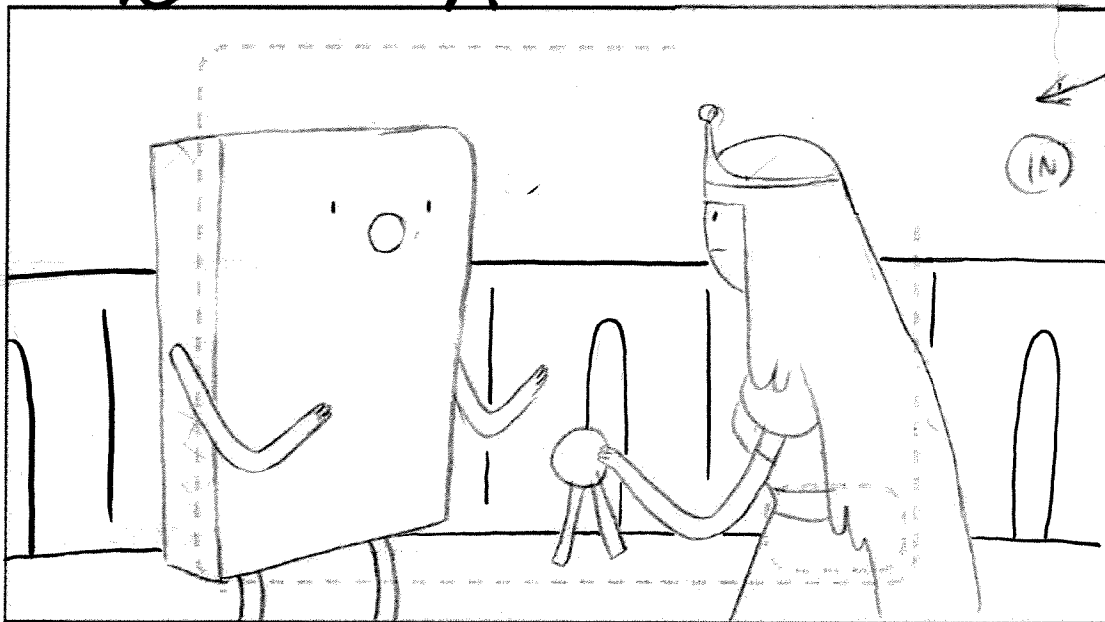
Page **236**

Sc. **173**

Pnl. **A**

Bg.

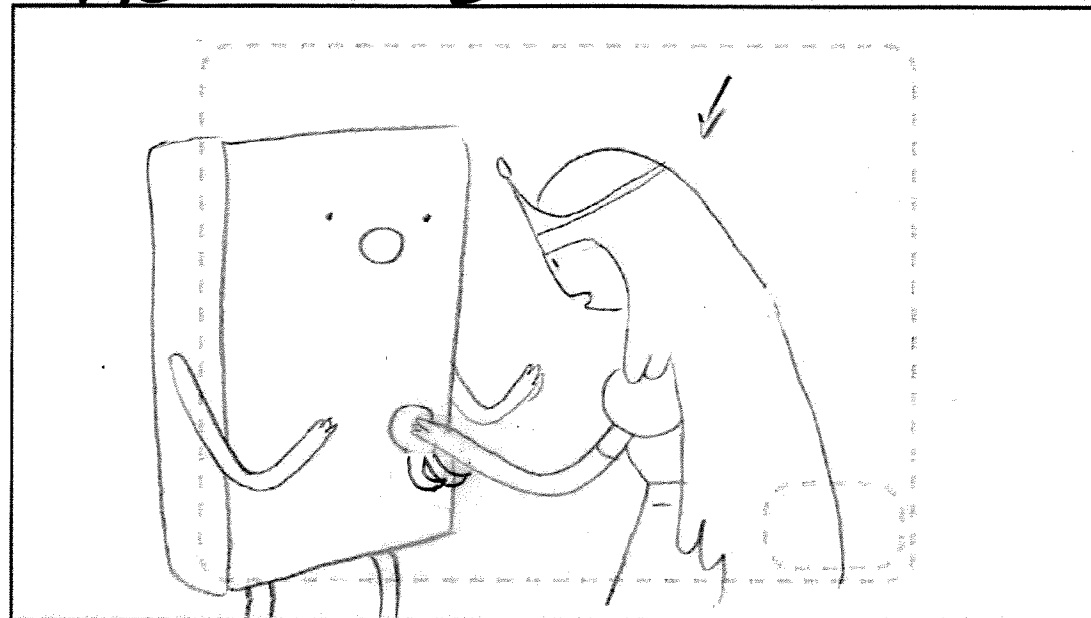
night



Sc. **173 CONT** Pnl. **B**

Bg.

day night



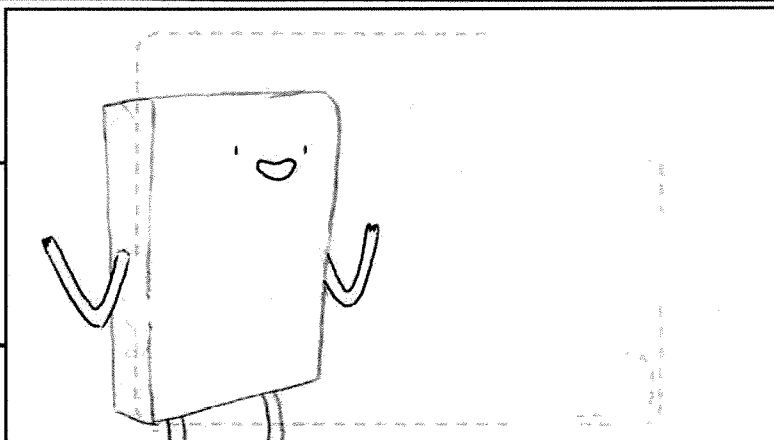
Dialog:

PB - Here you go, James,
AN AWARD FOR BRAVERY

(A)

Action: -PB WALKS ON/S.

Timing:



-PB PINS MEDAL TO JAMES

Press on medal
w/ turn hand



JUN 27 2010

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1014/151

Production :

1014/151

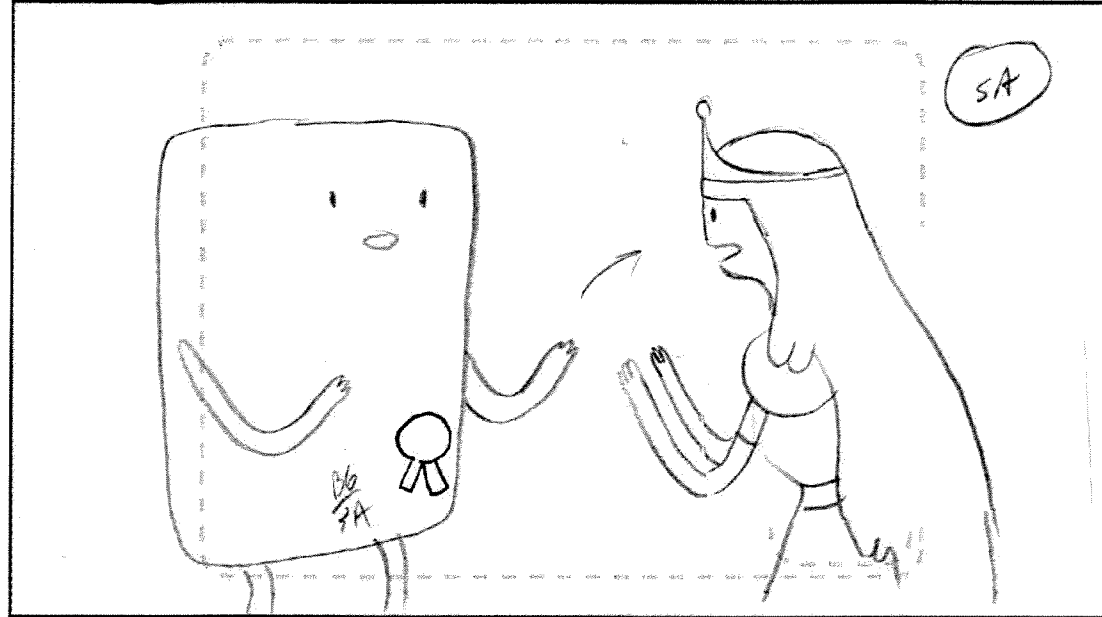
ADVENTURE TIME



Sc. *173 CONT* Pnl. *C*

Bg.

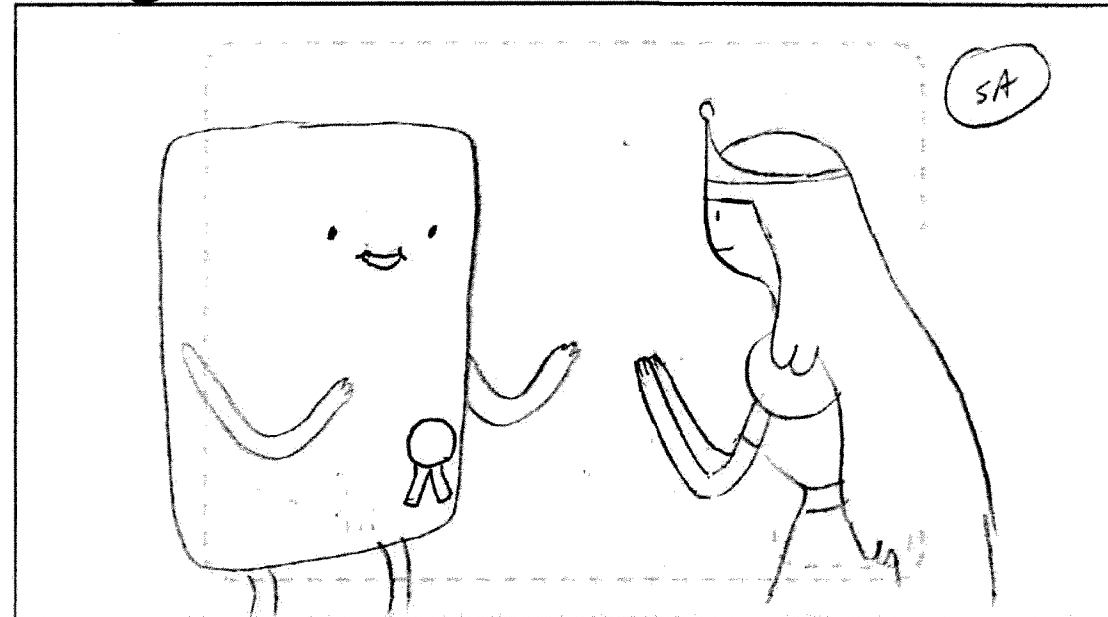
day night



Sc. *173 CONT* Pnl. *D*

Bg.

day night



Page

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HU
cut

1014-151

EPISODE #

1014/151

Dialog:

(PB) LET'S HEAR IT FOR JAMES!

Action:

*- PB APPLAUDS.
- JAMES LOOKS AT MEDAL.*

JUN 27 2013

Timing:

Production :

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1014/151

Ho
Cut

ADVENTURE TIME



Cut

Page **238**

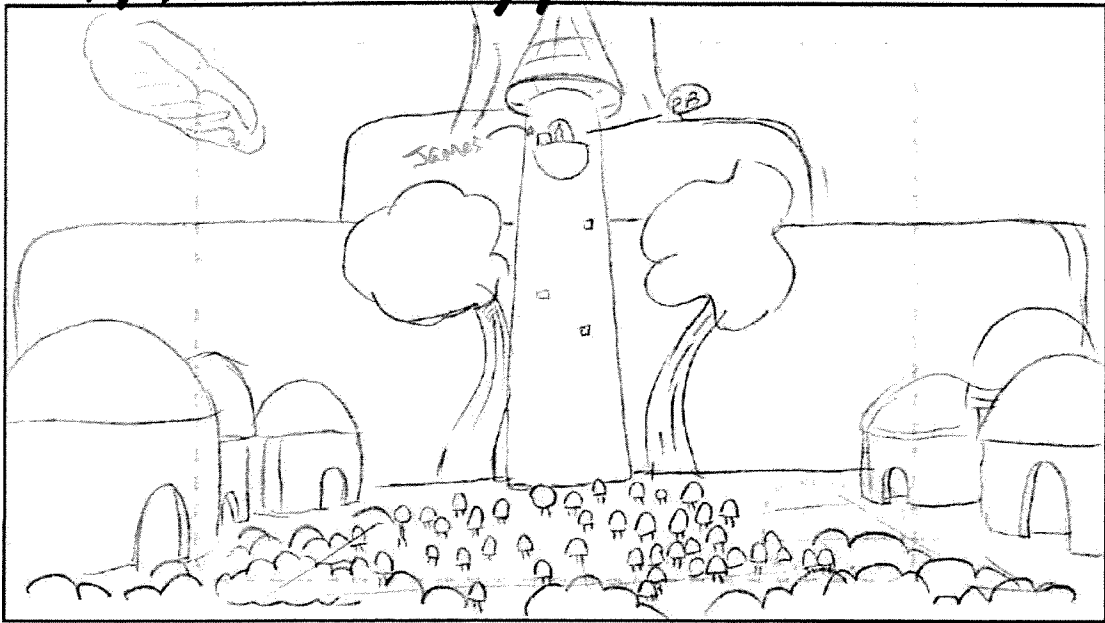
Sc. **174**

Pnl.

A

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

CANDY
PEOPLE: [CROWD - cheers]!

Action:

Timing:

JUN 27 2013

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Production :

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1014/151

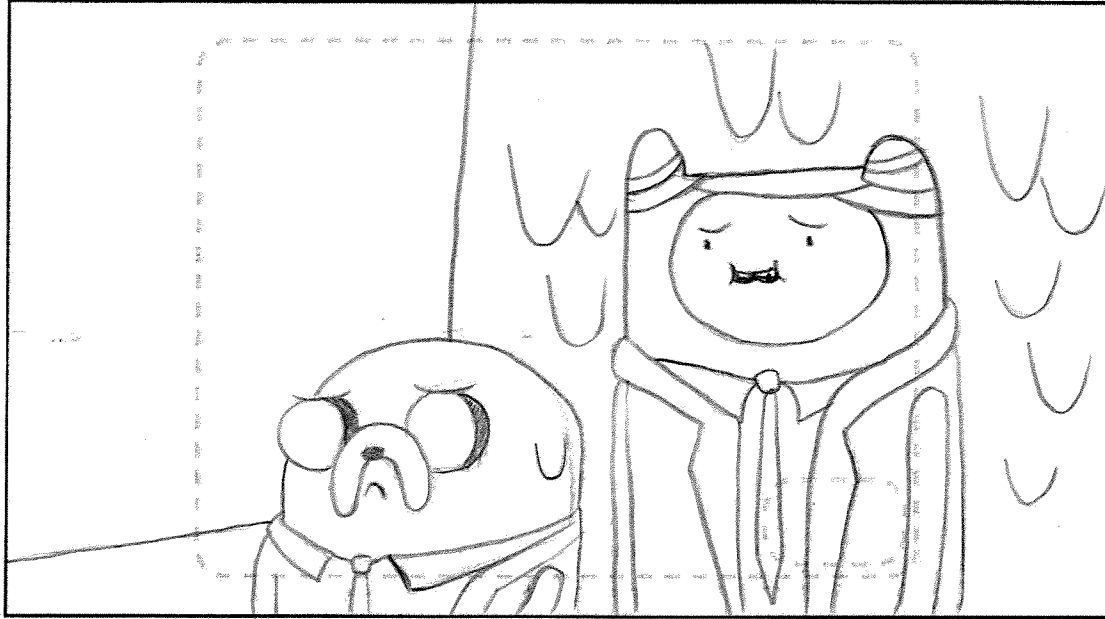
Cut

ADVENTURE TIME

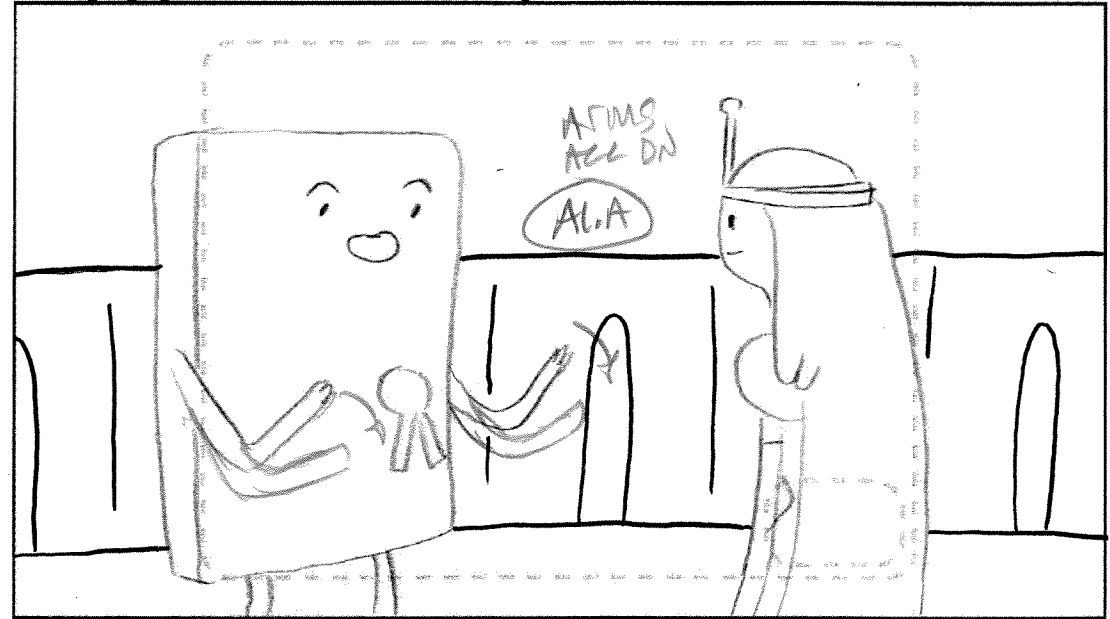


Cut

Sc. **175** Pnl. **A** Bg. day night



Sc. **176** Pnl. **A** Bg. day night



Dialog:

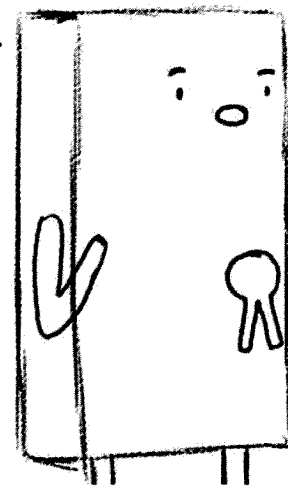
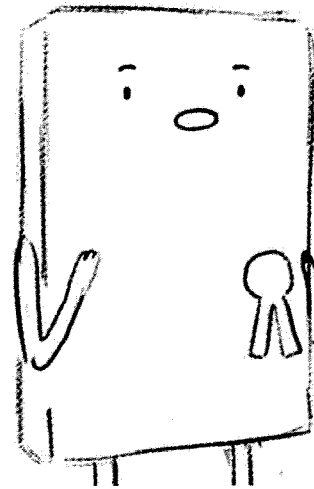
Ⓔ IS THIS RIGHT OR
WRONG... I CAN'T TELL

Action:

Ⓐ

Timing:

JAMES HEY COOL! DID I DO
SOMETHING COOL?



JUN 27 2013

Ⓐ2

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Production :

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ADVENTURE TIME



no sc. 177

Page

240

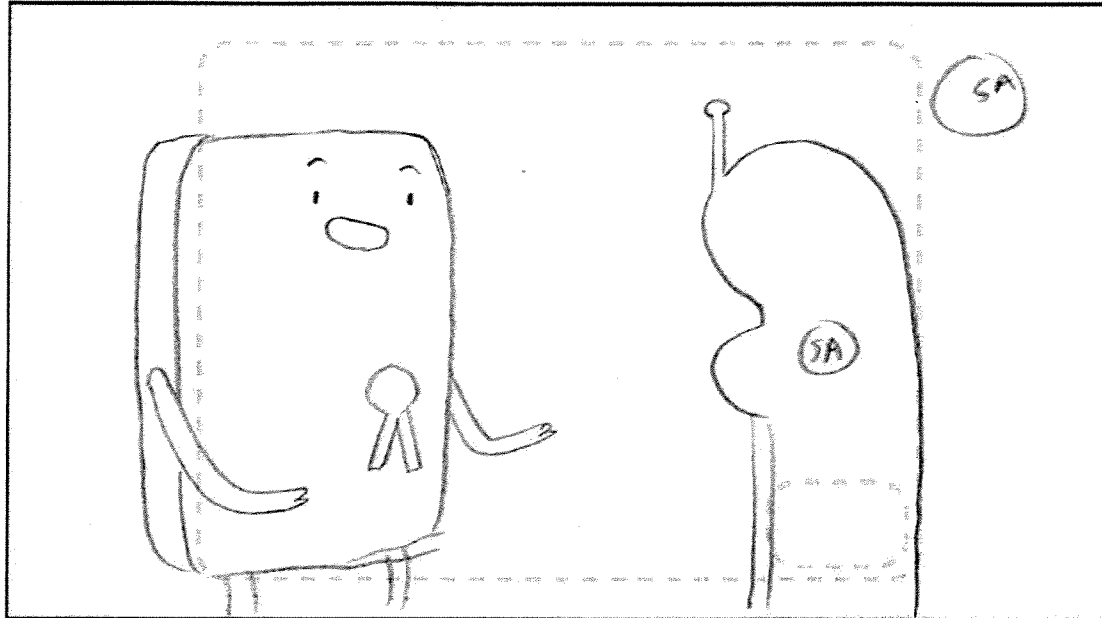
Has cut

Sc. 176 *CONT*

Pnl. B

Bg.

day night

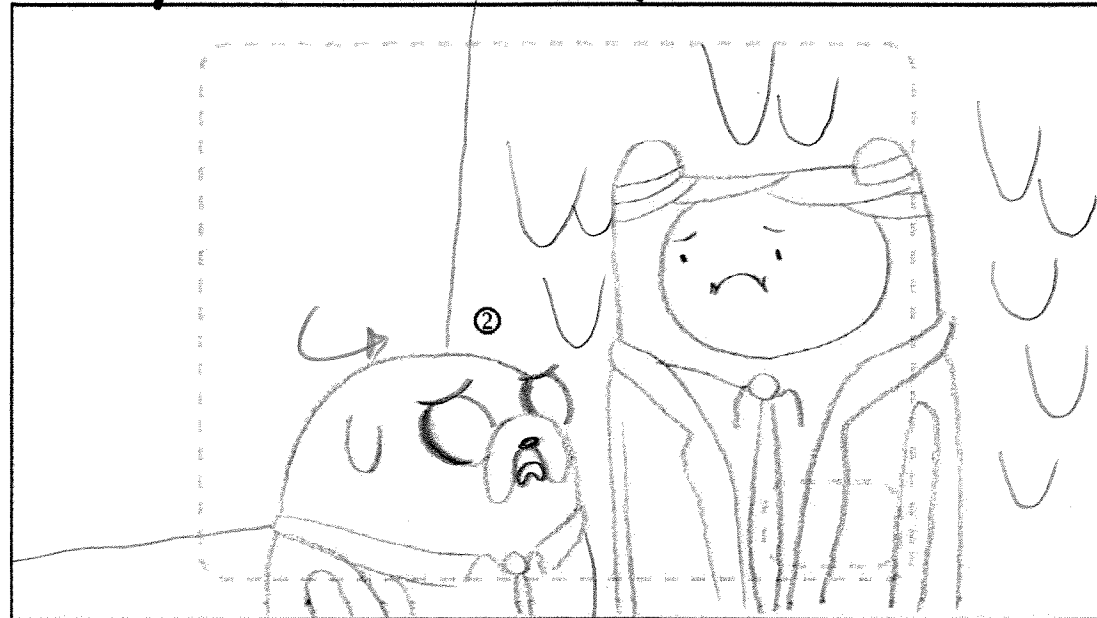


Sc. *178*

Pnl. *A*

Bg.

day night



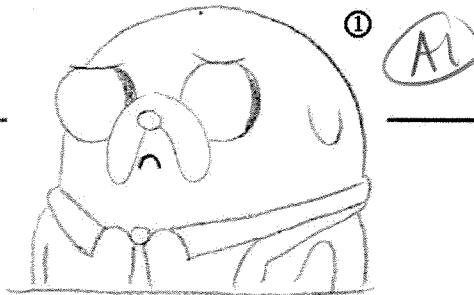
Dialog:

(QUESTIONING)
⑤ DO I DO something cool?
A

⑤ I DUNNO MAN.

Action:

Timing:



JUN 27 2013

Production :

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1014/151

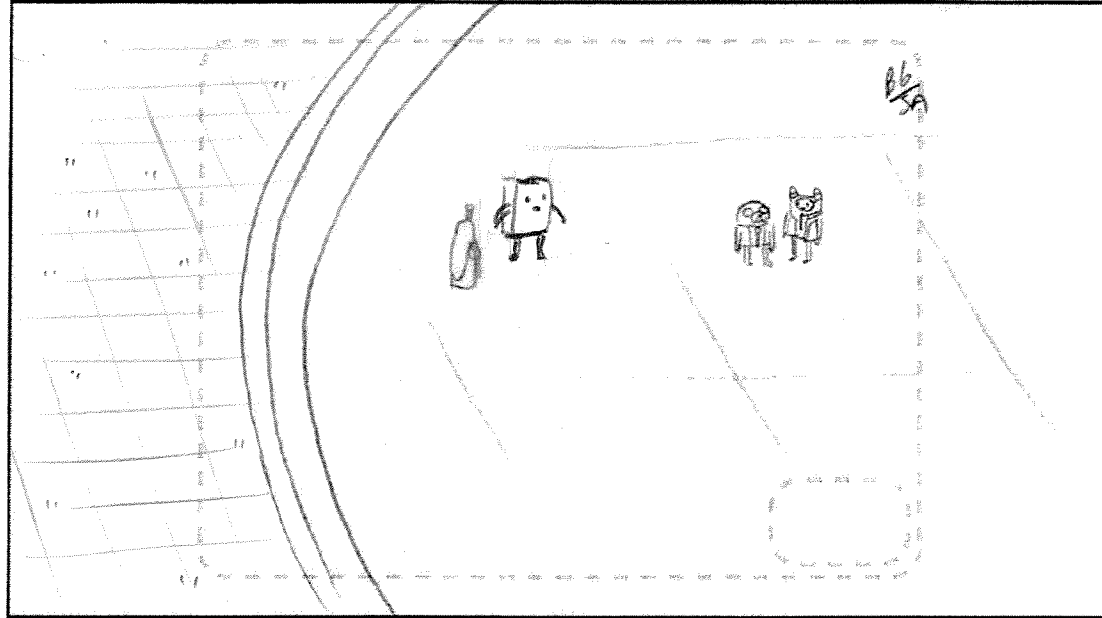
1014/151

1014/151

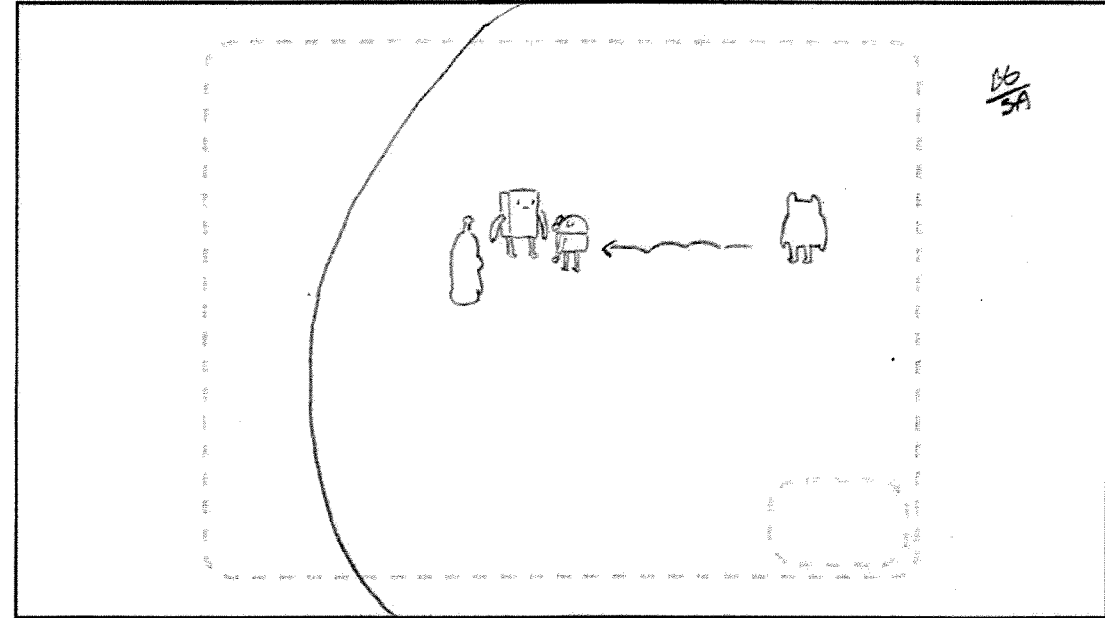
ADVENTURE TIME



Sc. 179 Pnl. A Bg. day night



Sc. 179 cont Pnl. B Bg. day night



Dialog:

Action:

JAKE WALKS OVER TO JAMES

JUN 27 2015

Timing:

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241

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Production :

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ADVENTURE TIME



Page 242

Sc.

180

Pnl.

A

Bg.

day night

Sc.

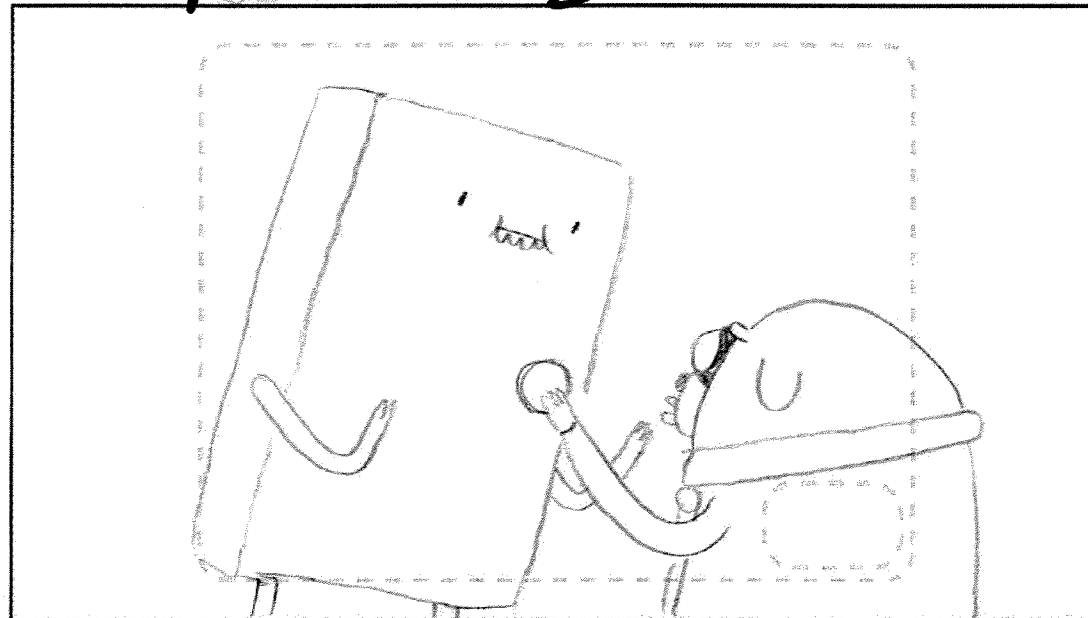
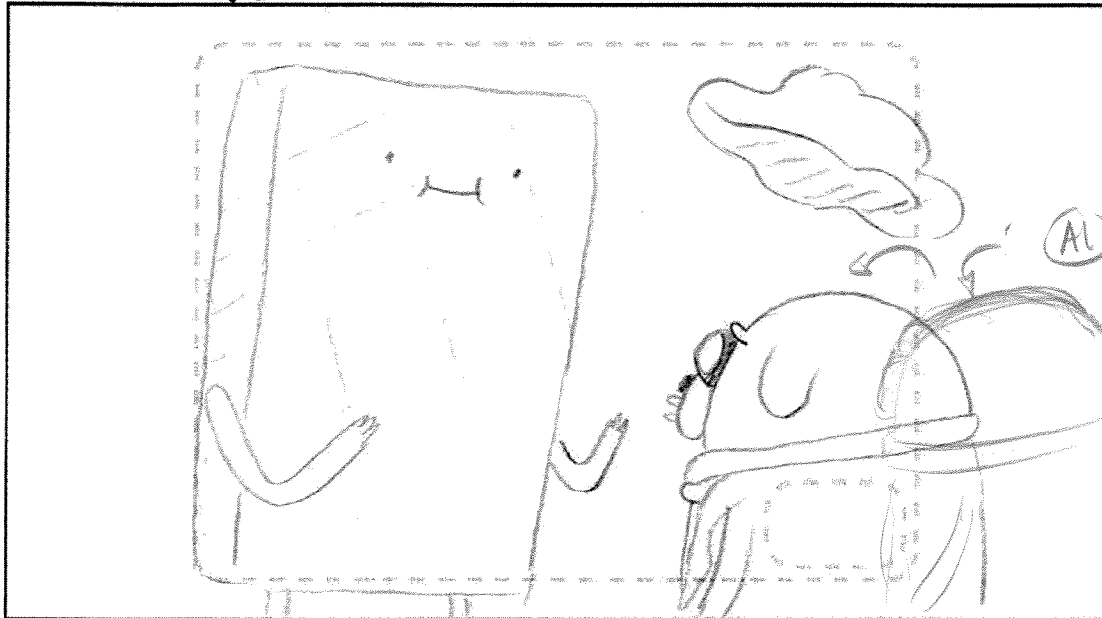
180 cont.

Pnl.

B

Bg.

day night

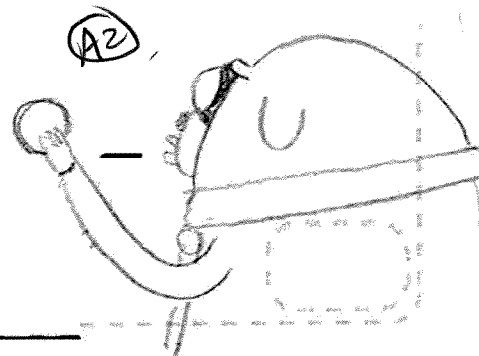


Dialog:

JAKE: HERE'S YOUR COIN, JAMES

⑤ URRRT

Action:



JAMES BENDS TO
SEE COIN

JUN 27 2013

Timing:

EPISODE #

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1014/151

Production :

1014/151

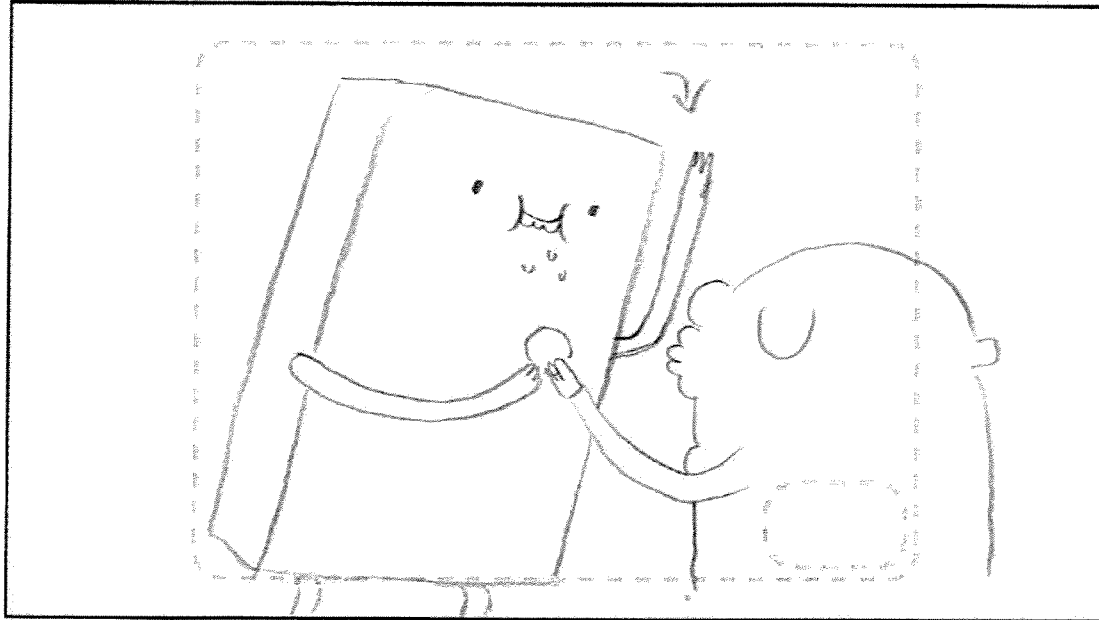
1014/151

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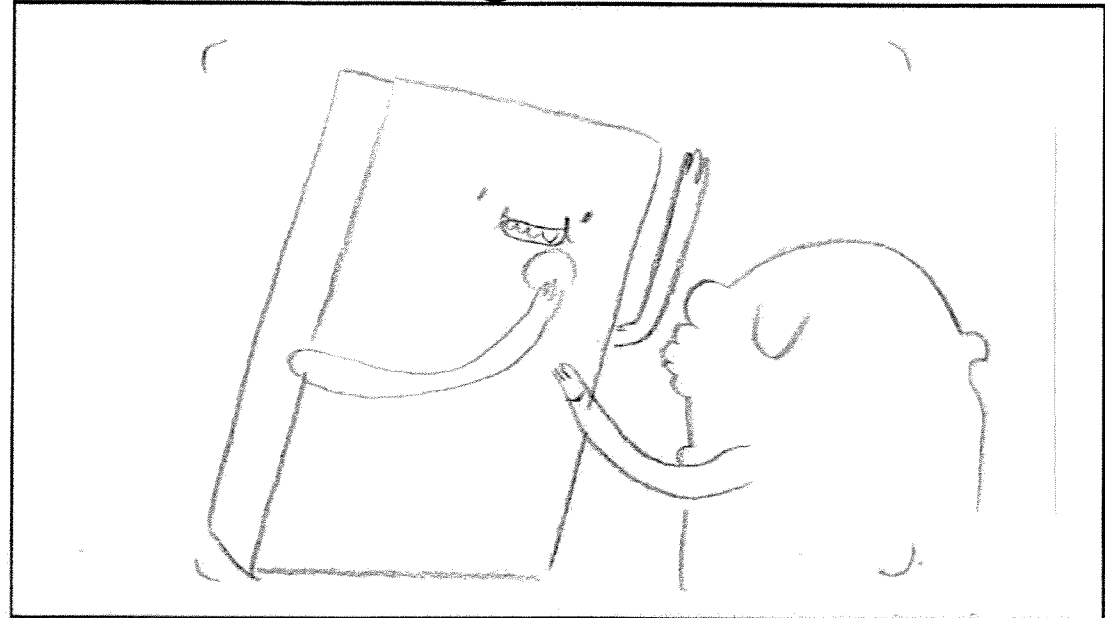
ADVENTURE TIME



Sc. **180 cont** Pnl. **C** Bg. day night



Sc. **180 cont** Pnl. **D** Bg. day night



Dialog:

(5) umm

Action:

- JAMES BENDS, GRABS COIN

Timing:

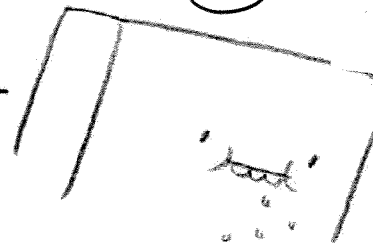
VARRT.

(5) WOW! THIS DAY
GETS BETTER AND
BETTER!

(D)

- JAMES RAISES
COIN

JUN 27 2013



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1014/151

Production :

1014/151

Page **243**
Hu
Cut

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Ad
Cut

ADVENTURE TIME



Cut

Sc.

181

Pnl.

A

Bg.

day night

Sc. 181A

Pnl.

A

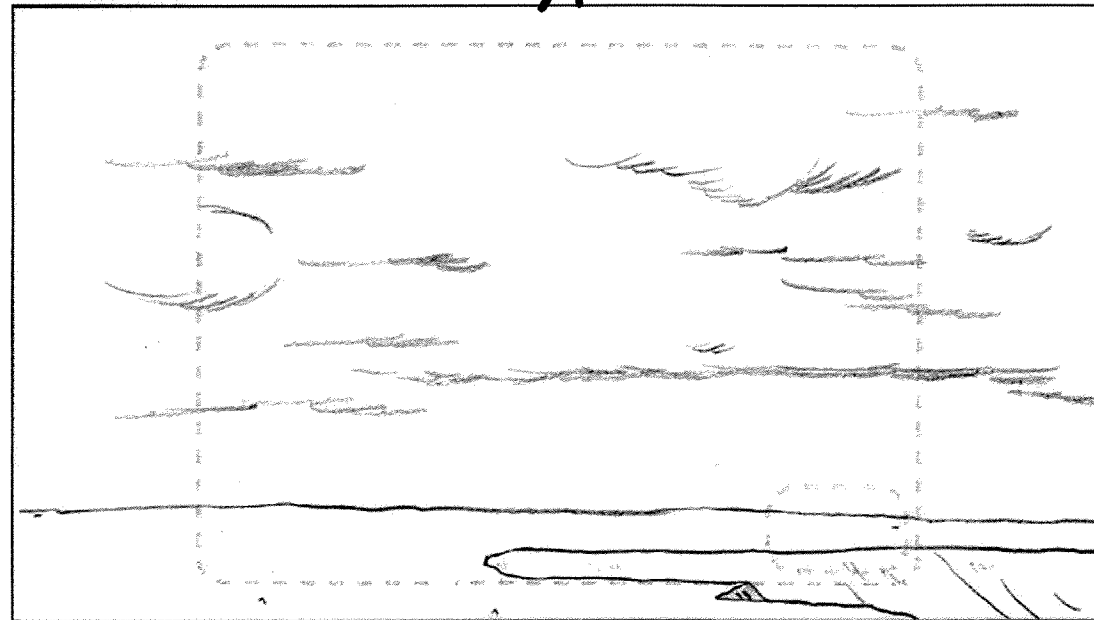
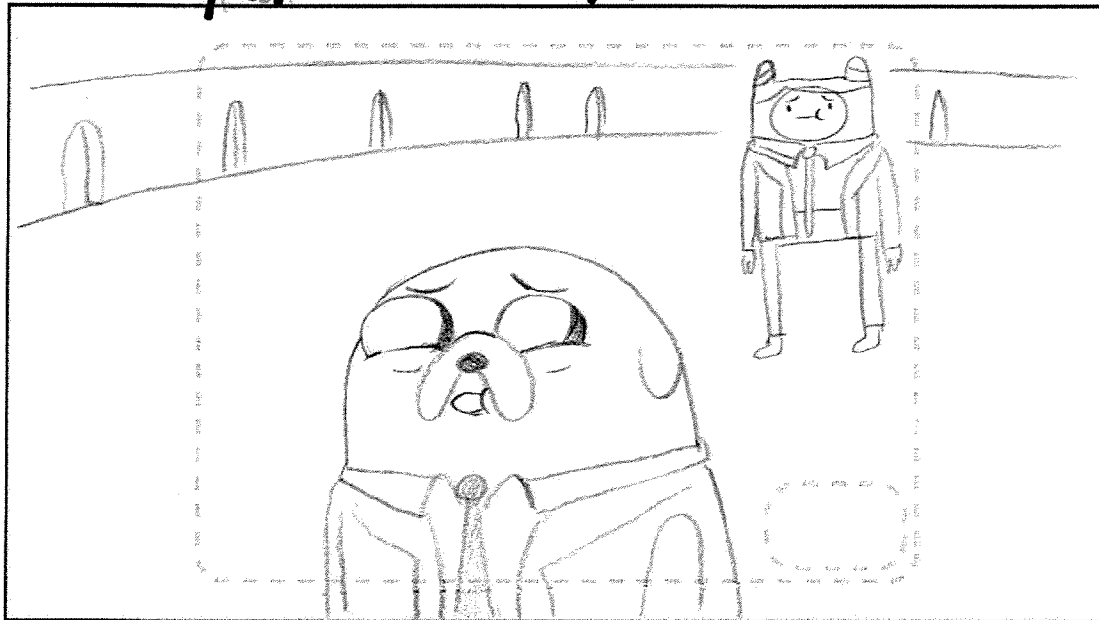
Bg.

Page

244
344-200

day night

Cut



Dialog:

(J) (uncomfortable laugh)
Heh...

Action:

JUN 27 2013

Timing:

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Production :

1014/151

1014/151

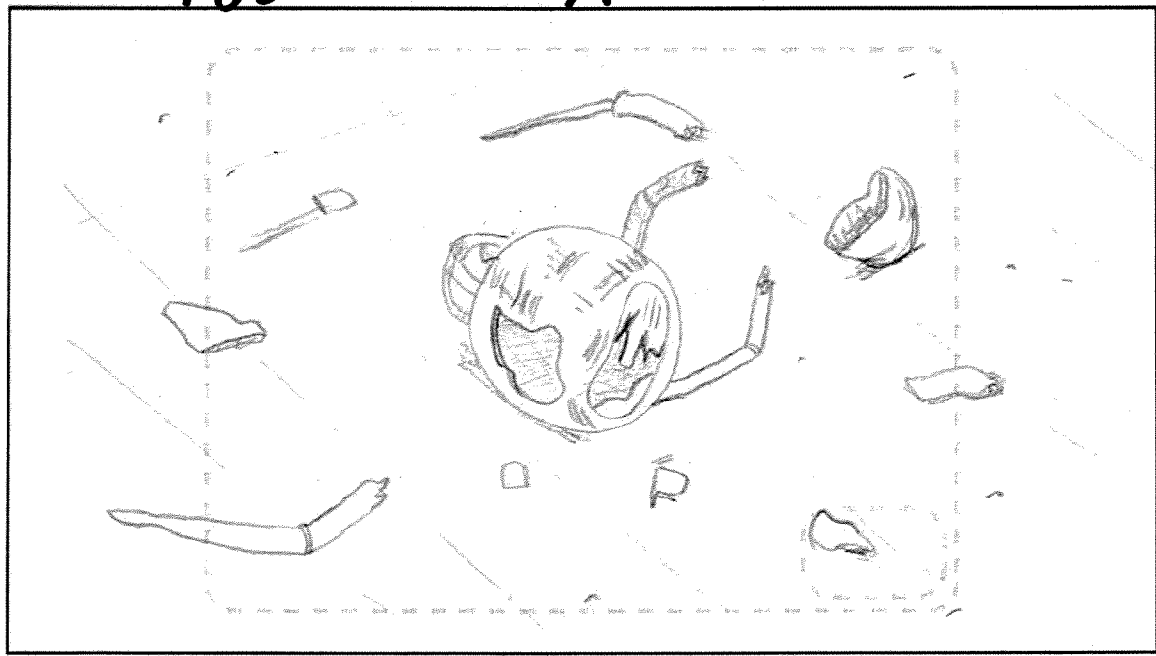


ADVENTURE TIME

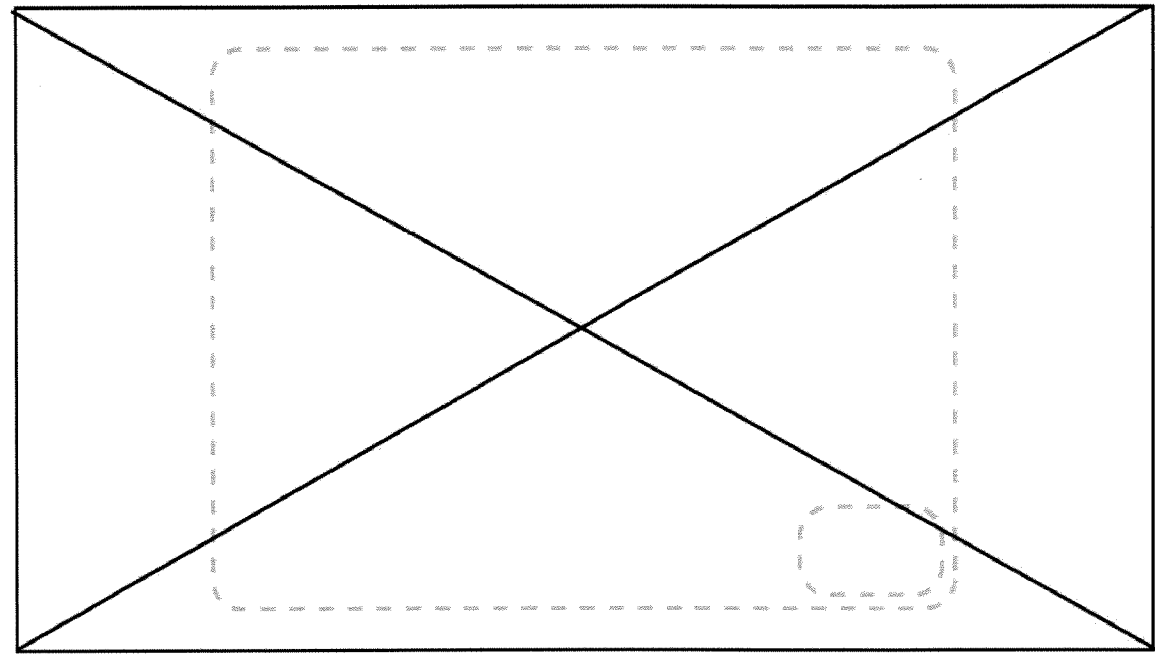
NO SC 183

Page 244A
245 NEXT
day night

Sc. 182 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	
Action:	(ship destroyed)
Timing:	

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Production :

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ADVENTURE TIME



Sc. Pnl. Bg. day night

cut

184 Sc. Pnl. A Bg. day night

Dialog:
Action: <i>EDGE OF THE CRATER</i>
Timing: <i>JUN 27 2015</i>

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EPISODE #

Production :

ADVENTURE TIME



Hu
cut

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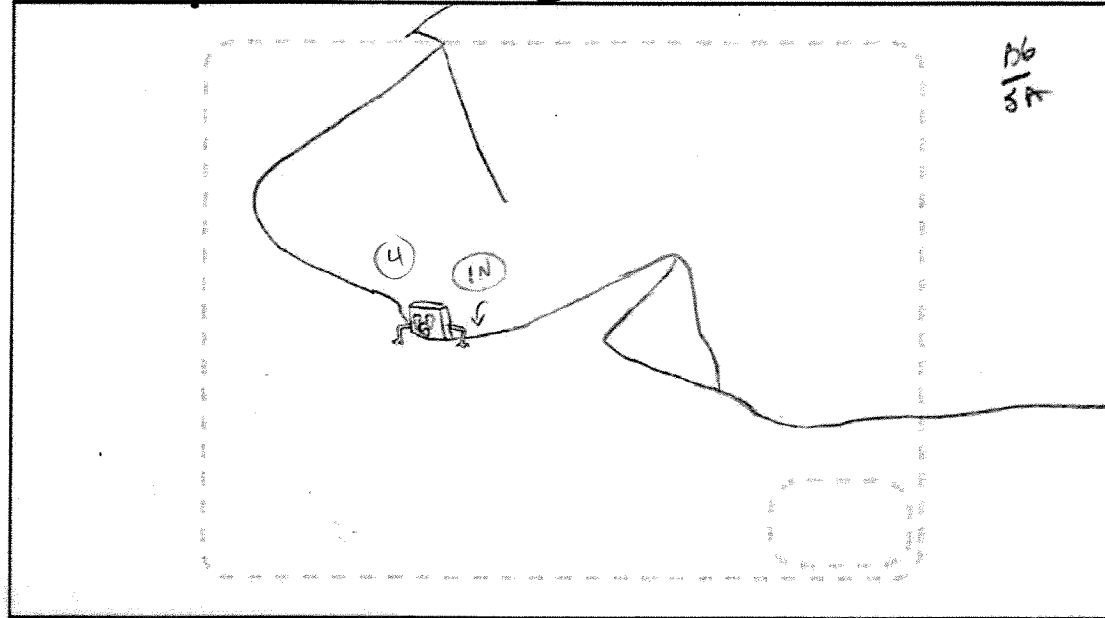
Sc.

184 cont Pnl.

B

Bg.

day night



Sc.

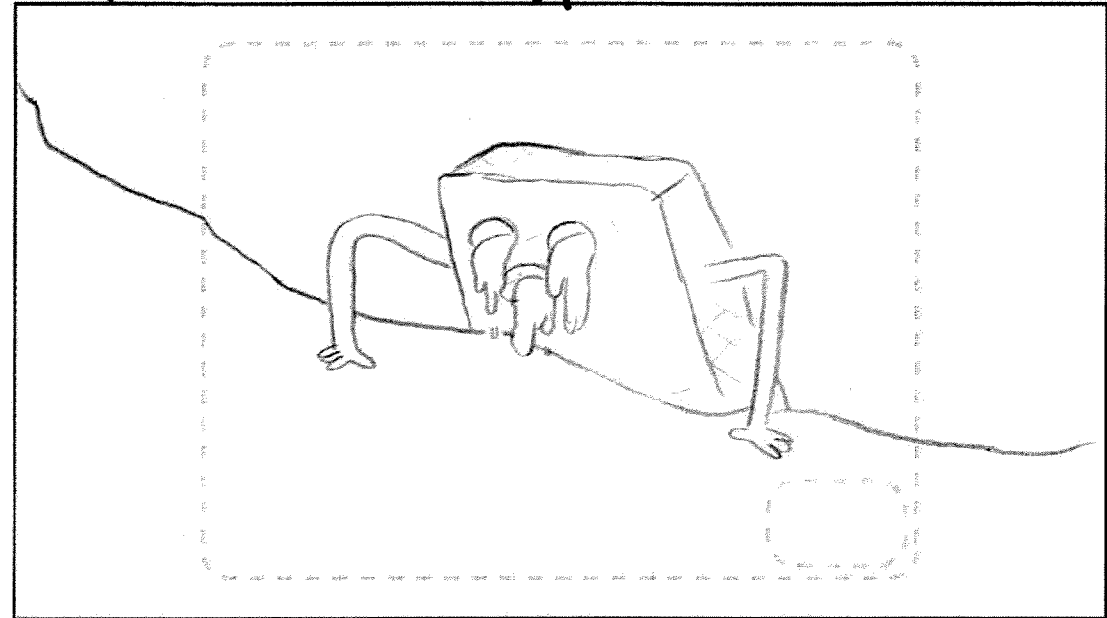
185

Pnl.

A

Bg.

day night



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① (B1)

⑤ Vrrrt.

- Goo - MUTATED JAMES EMERGES FROM CRATER

⑤ Vrrrt

- Goo JAMES REACHES FORWARD LIKE ROBOT.

(A1)

(A2)

JUN 27 2013

Production :

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ADVENTURE TIME



140
cut

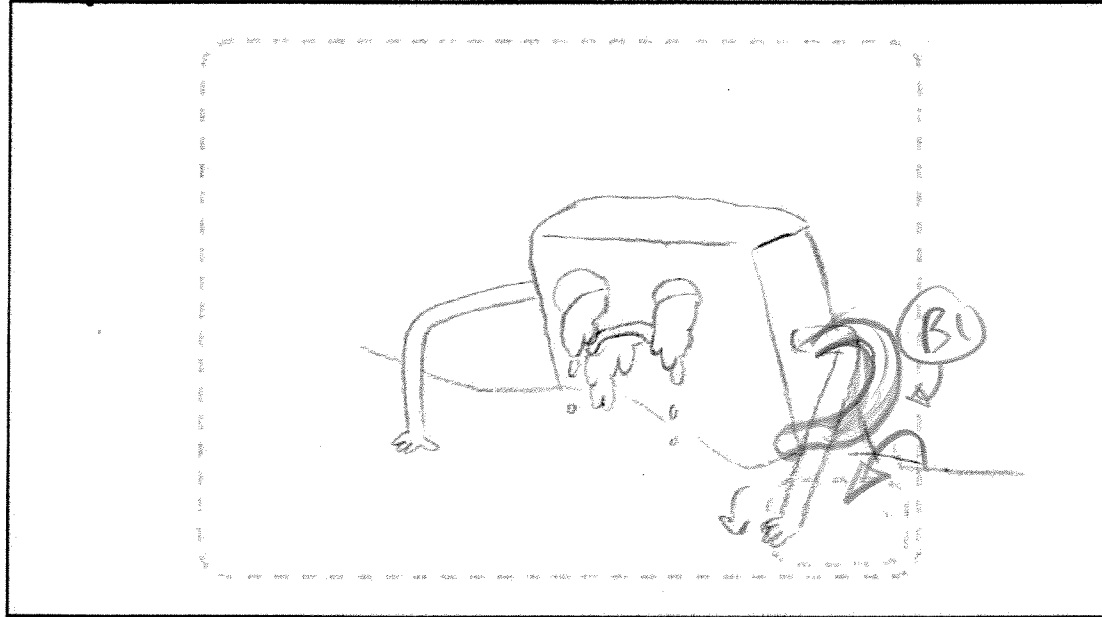
Page 247

Sc. 185 CONT

Pnl. B

Bg.

day night

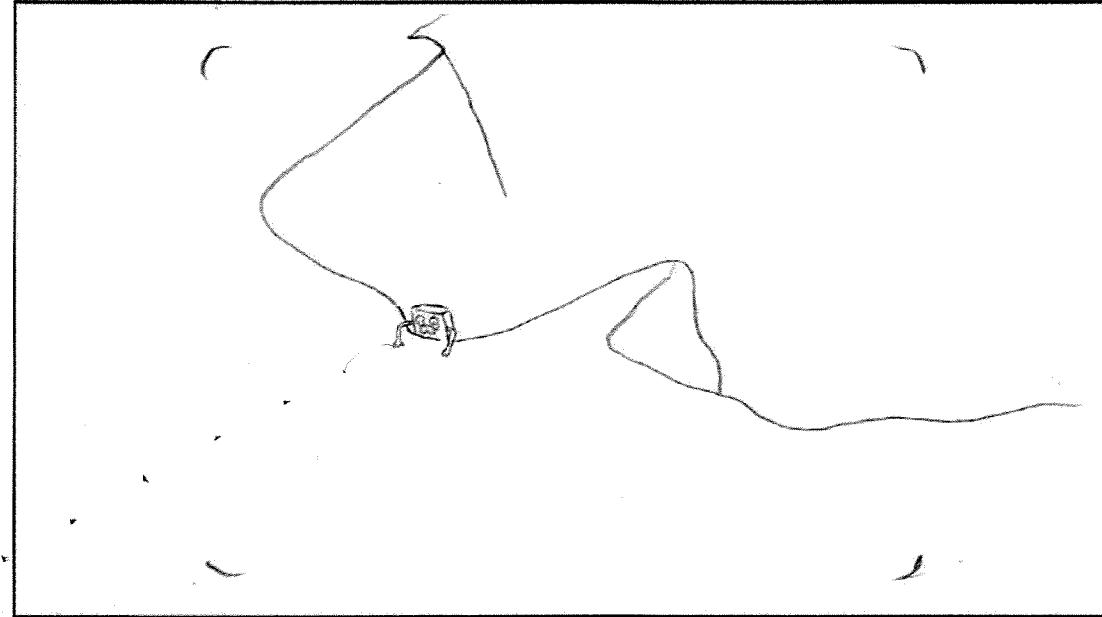


Sc. 186

Pnl. A

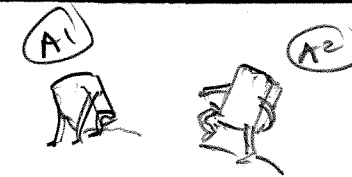
Bg.

day night



Dialog:

⑤ vrrrt



Action:

Timing:

JUN 27 2013

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Production :

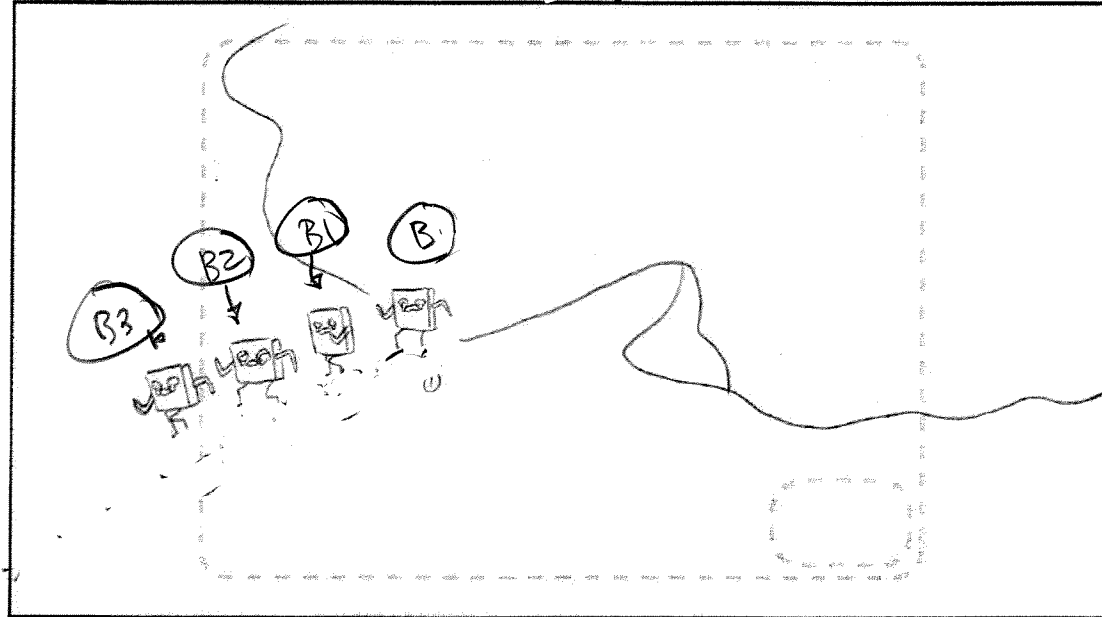
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ADVENTURE TIME



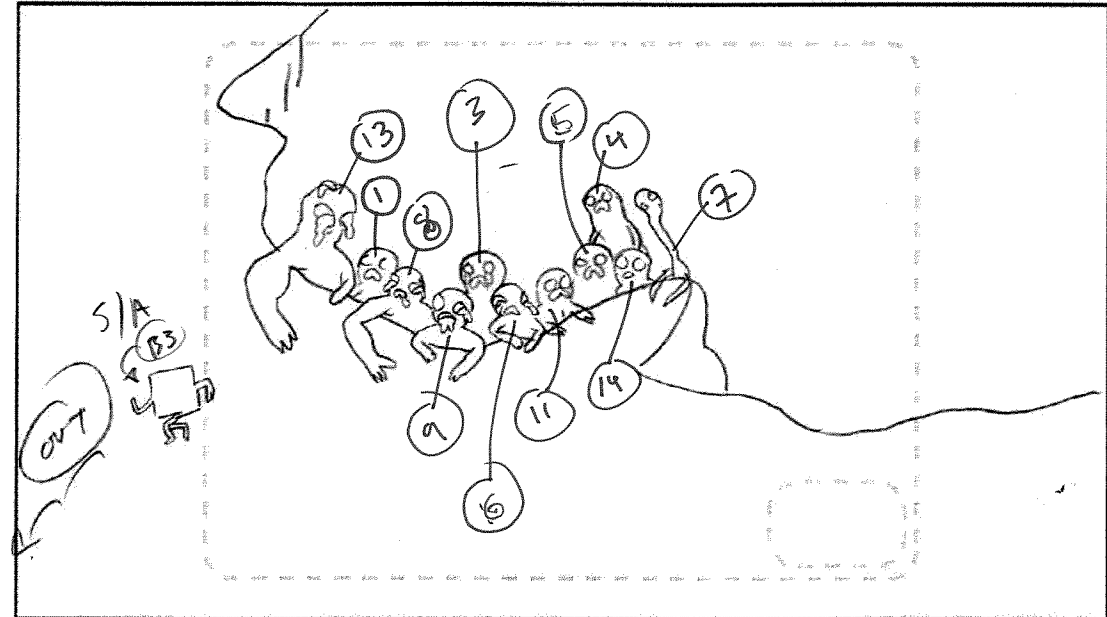
Sc. 186 CONT Pnl. B

day night



Sc. 186 CONT Pnl. C

Page 248
day night



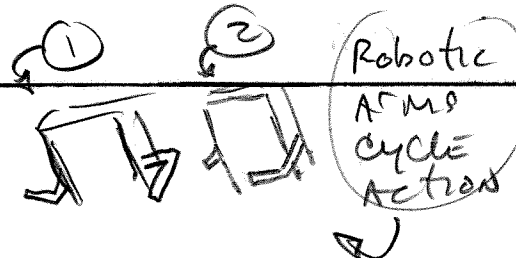
Dialog:

- ⑤
- 1 vrrt
 - 2 vrrt
 - 3 vrrt
 - 4 vrrt
 - 5 vrrt

Action:

- JAMES ROBOT WALKS FORWARD.

Timing:



600 MONSTERS (LOW GROUND)

- 600 MONSTERS EMERGE

- JAMES WALK OUT OF

JUN 27 2013



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HW
cut

ADVENTURE TIME

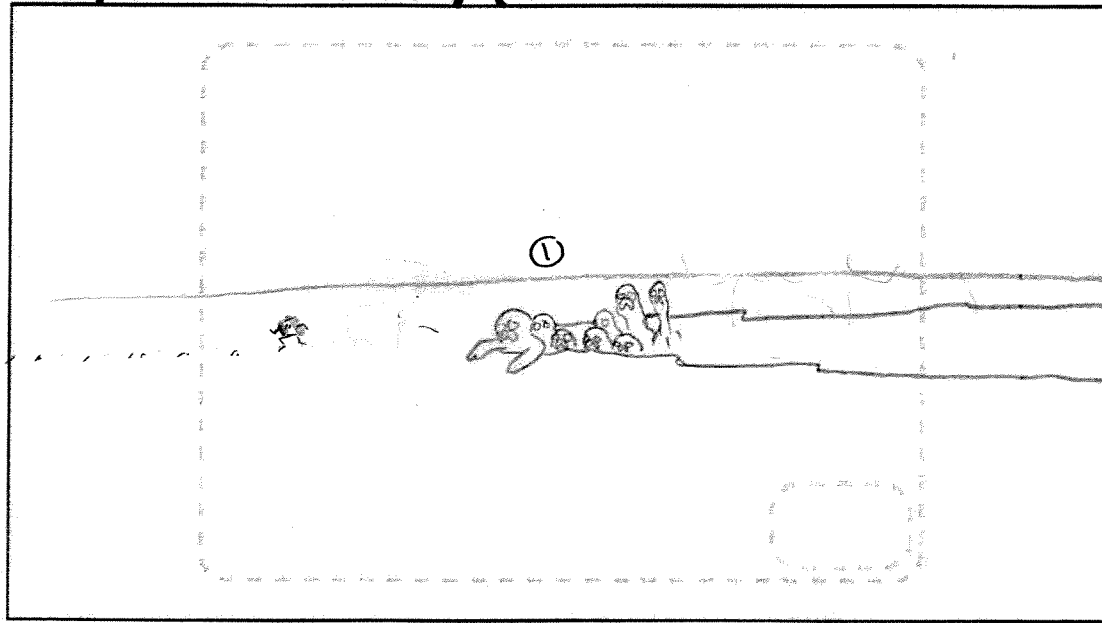


Sc. 187

Pnl. A

Bg.

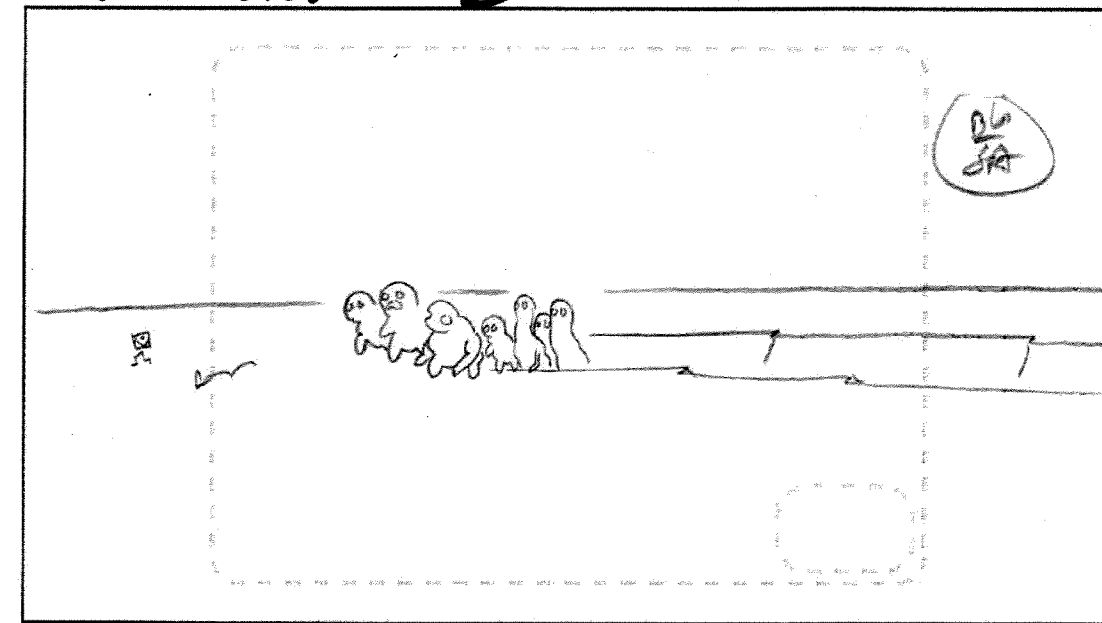
day night



Sc. 187 CONT Pnl. B

Bg.

day night



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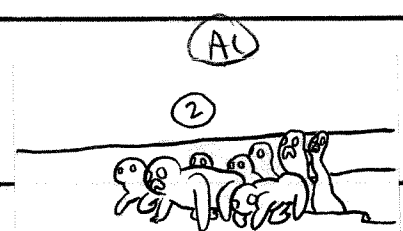
EPISODE #

Dialog:

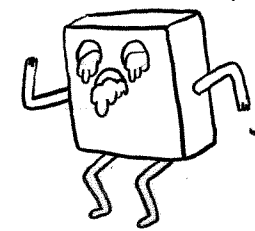
(J) vrrt - vrrt - vrrt

(J) vrrt vrrt vrrt

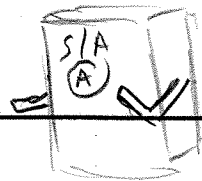
Action:



JAMES DETAIL POS A



ARMS



ARMS GOO MONSTERS: (GROAN)

- MONSTERS FOLLOWING
JAMES OUT OF CRATER.

Timing:

JUN 27 2015

JAMES shift
ARMS MECHANICALLY
cycle POSES 1/2

Production :

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ADVENTURE TIME

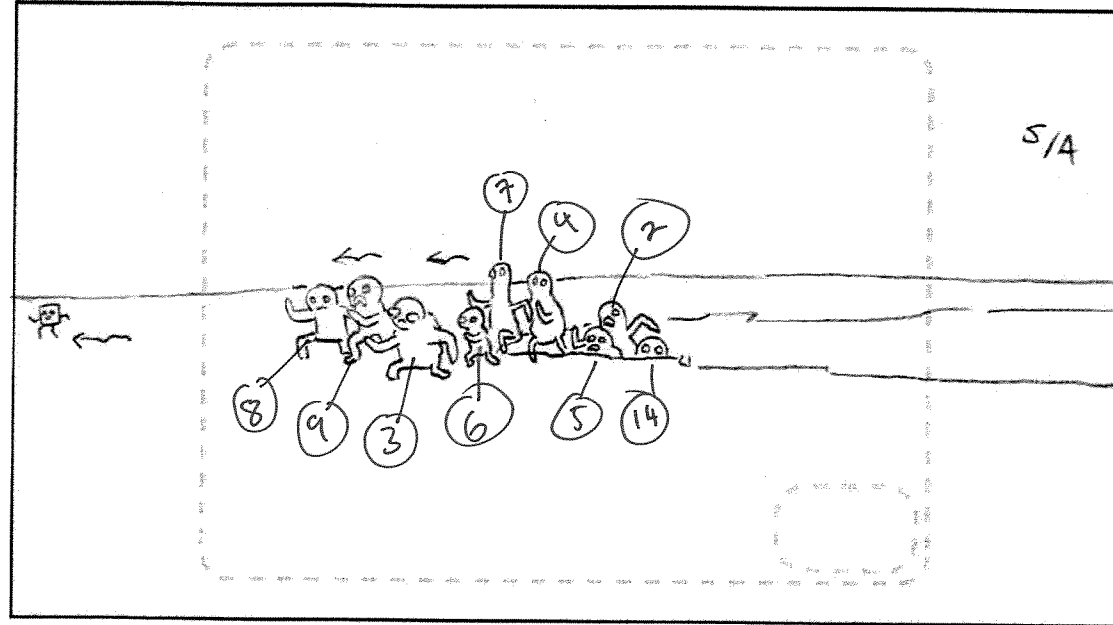


Sc. 187 cont

Pnl. C

Bg.

day night

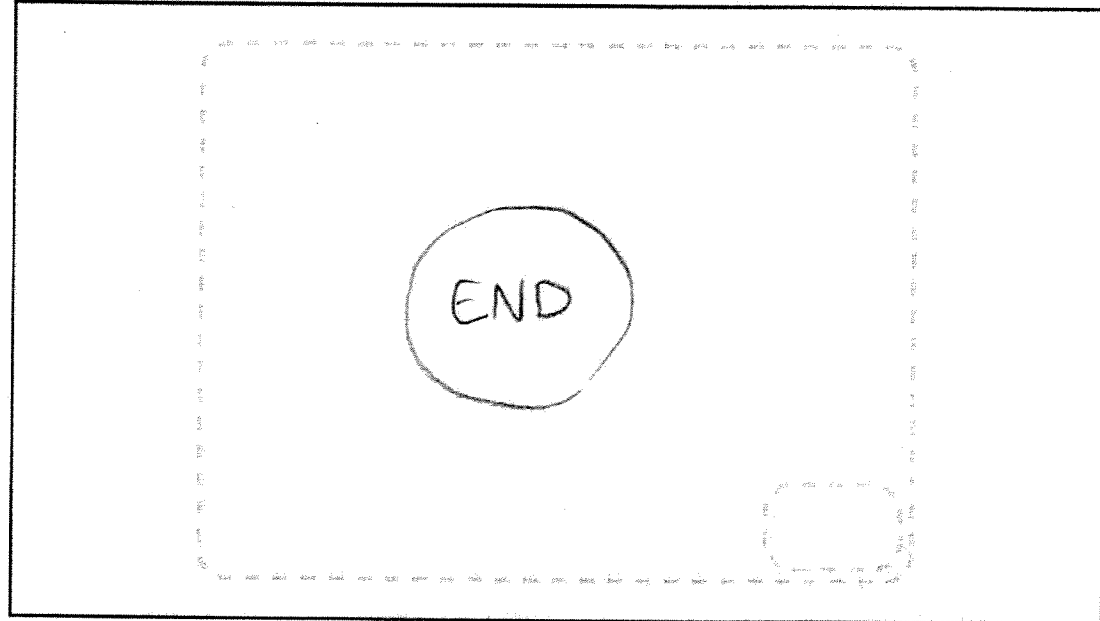


Sc.

Pnl.

Bg.

Page 250
day night



Dialog:

GOO MONSTERS : (LIKE JAMES)
VRT-VRT-VRT

* Goo monsters shift arms mechanically
S/A JAMES USE HIS TIMING & OFFSET CYCLES

Action:

- GOO MONSTERS WALK LIKE JAMES.

Timing:



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